Aidan Van Duyne

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Education

University of California, Los Angeles

Expected June 2027

Bachelor of Science in Computer Science (CS) and Engineering

Relevant Coursework: Introduction to CS I, Linear Algebra and Applications, Freshman CS Seminar

Technical Skills

Proficient: OpenCV Flutter Git Soldering C++ Linux Java Kotlin Python

Intermediate: React Apps Script CAD 3D Printing C# Unity Rust Arduino JavaScript

Work Experience

The DiSTI Corporation

June 2023 - September 2023

Software Engineering Intern

- Developed graphical features in Unity/C# for a virtual maintenance trainer.
- Gained experience in agile development, teamwork, Unity, C#, and Source Control.

Engineering Projects

Flutter Scouting App:

- Created a Flutter app that recorded ~1000 FRC robot performances.
- Developed a Google Sheets Backend using the Apps Script API.
- Utilized this data for the alliance selection process, which provided our team a competitive edge.

Programming/Team Lead on FTC Robotics Team:

- Advanced to the Florida state championship 4 years in a row.
- Lead a team of 15 members, ensured deadlines, and taught members.
- Programmed an autonomous routine that ranked #1 globally.
- Made spline path following algorithm in Kotlin.

Programming Team Member of FRC Robotics Team:

- 1st place at the Orlando Regional competition.
- Created a reliable autonomous and driver control by implementing a hierarchical state machine.

GNOME Open Source Contribution:

- I use the GNOME desktop environment on top of Arch Linux.
- I contribute to GNOME through projects such as Getting Things GNOME (GTG).

Current Activities

Bruin Racing Super Mileage Vehicle, Member

October 2023 - Present

The Association for Computing Machinery (ACM) Hack, Member

October 2023 - Present

ACM International Collegiate Programming Competition (ICPC), Member

October 2023 - Present