Aidan Adams

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in linkedin.com/aidanwadams

Education

Virginia Polytechnic Institute and State University

M.Eng. in Computer Science, AI/ML Focus (GPA: 3.90 / 4.00)

Virginia Polytechnic Institute and State University

B.S. in Computer Science (GPA: 3.68 / 4.00)

• Dean's List with Distinction, multiple semesters

Coursework: Computer Systems (C), Data Structures and Algorithms (Java), Al/ML (Python), Data Analytics (Python)

Experience

Peraton Jan 2025 - Present

Software Engineering Intern

Herndon, VA

Expected May 2026

Blacksburg, VA

Blacksburg, VA

May 2025

- · Built Python based LLM agents with Retrieval Augmented Generation (RAG), tool calling, and iterative workflows in a modular agentic framework.
- Engineered a persistent memory system using PostgreSQL to enable agents to recall user-specific data and tailor responses with long term context.
- Developed analytics infrastructure to track token usage, cost, and user behavior across the LLM platform, supporting customer budgeting and system monitoring. Built a dashboard to display this data via FastAPI and React.
- Created a corresponding analytics agent that converts user prompts into SQL queries, outputs to CSV, and invokes Jupyter notebooks in Docker containers to auto-generate interactive data visualizations.
- Implemented a citation system that associates outputs with original RAG and SQL sources to reduce hallucinations.
- Contributed to Gradio based LLM interfaces, and maintained CI-ready Docker environments.
- Collaborated in Agile sprints using Jira, Git, and rigorous code review practices in a fast paced environment.

BrightVine Solutions

May 2023 - Aug 2023, May 2024 - Aug 2024

Software Engineering Intern

Remote

- Built an Azure OpenAl integrated chatbot that converts natural language to SQL with client specific fine-tuning, saving time for business users.
- Designed and deployed a batch import error handling system using SQL, C#, and XML to production.
- Closed full stack tickets across frontend and backend systems, contributing to product enhancements and bug fixes.

Virginia Tech Department of Computer Science

Jan 2023 - December 2024

Teaching Assistant, CS 1064: Intro to Python

Blacksburg, VA

- Supported 2000+ students by mentoring, debugging, and answering questions on foundational Python coding.
- Graded and provided feedback on hundreds of coding projects, assessments, and essays to reinforce best practices.

Projects

Al Deepfake Detection System | Neural Networks, Computer Vision, SVM, AWS, API, Next.js, Flask, Agile Methodology

- Team Lead on capstone project developing an advanced AI deepfake detection system with 86% accuracy utilizing computer vision, SVM's, and CNN's
- Managed large data size with cloud resources for training while iteratively testing different models effectiveness.
- Deployed API and web frontend with Next. is and backend with Flask where users submit videos for analysis.
- Managed team members progress with agile framework through scrum sprints and regular stand-up meetings.

Q-Learning Tag Agents | Q-Learning, OpenAl Gymnasium, Matplotlib, PyGame

- Built a custom multi-agent Tag environment in Gymnasium with Q-learning, featuring discrete 8-direction movement and dynamic epsilon-greedy exploration, visualized in PyGame
- Refined reward structures and hyperparameters to optimize training, with performance visualized using Matplotlib.

Oscars Prediction Modeling | Pandas, Scikit-learn, Web Scraping

• Used Metacritic scraper and TMDB API to collect data on 100k+ films; built ML models to predict Oscar winners.

Technical Skills

Languages: Python, C, Java, C#, SQL, JavaScript Tools: FastAPI, Flask, React, Next.js, Gradio, TensorFlow, Jupyter, PyTorch, Pandas, Scikit-Learn Cloud/DevOps: Docker, Azure Blob Storage, AWS S3, CI/CD, Linux, API Deployment Concepts: LLM Agents, RAG, Data Engineering, API Design, Prompting, Systems Programming, Agile, Data Analytics