

# Aidan Reilly

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## EXPERIENCE

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**Komatsu** 05/2024 - present  
*Robotics Software Engineer Intern* Pittsburgh, PA

- Developed software for autonomous mining vehicles in various underground GPS-denied environments.
- Performed sensor fusion between robotics sensors to efficiently map out mines and optimize path planning.

**Komatsu** 05/2023 - 08/2023  
*Robotics Software Engineer Intern* Pittsburgh, PA

- Designed lidar perception algorithms to segment objects, match features, and estimate volume and velocity.
- Implemented nodes that aligned pointclouds for multi-vehicle localization and sensor calibration.
- Wrote an executable program that procedurally generated simulated environments of underground mines.
- Worked with a diverse group of engineers, wrote and documented clean code, and maintained code databases.

**University of Pittsburgh** 08/2022 - 05/2023  
*Teaching Assistant, Discrete Mathematics* Pittsburgh, PA

- Supported students through weekly recitation, tutoring, and office hours.
- Managed grading for homework and quizzes.

## PROJECTS — [PORTFOLIO](#)

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**ANA (Autonomous Navigation Assembly)** | [github.com/Razzi86/ana\\_bot](https://github.com/Razzi86/ana_bot) 08/2023 - present

- Designed and developed an autonomous car that fuses lidar and camera to perform autonomous navigation
- Researched and prototypes multiple versions, implementing perception, control, and path planning

**MIT-PITT-RW - Perception Team** | [driverless.mit.edu/mitpitrw](https://driverless.mit.edu/mitpitrw) 01/2024 - present

- Developing software for an autonomous racecar that competes at speeds of over 150mph.
- Trained machine learning models for real-time obstacle recognition and avoidance using lidar, camera, and radar

**Clothing Segmentation Extension** | [github.com/DW-Han/fashion-segmentation-rep](https://github.com/DW-Han/fashion-segmentation-rep) 08/2023 - 09/2023

- Developed a Chrome extension for live clothing segmentation and classification, achieving 86% accuracy
- Placed 2<sup>nd</sup> overall in the 2023 SteelHacks hackathon, winning the "User Experience" category

**Box Game** | [github.com/Razzi86/Box\\_Game](https://github.com/Razzi86/Box_Game) 08/2023 - 11/2023

- Engineered a two-player handheld game using Raspberry Pi and electrical engineering

## EDUCATION

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**University of Pittsburgh** 2024

*Honors - B.S. in Computer Science, Minor in Mathematics, GPA: 3.6*

**Delaware County Community College** 2021

*Honors - A.S. in Computer Science, GPA: 3.9*

**Coursework:** Computer Vision, Deep Learning, Artificial Intelligence, Operating Systems, C++

## SKILLS

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**Languages:** C++, Python, MATLAB, CUDA, MIPS, x86, Blueprint

**Development:** ROS2, OpenCV, PyTorch, TensorFlow, Arduino, Docker, Azure DevOps, Git, Jetson, YOLO, CAD

**Robotics:** SLAM, ICP, Nav2, Unreal Engine 5, Gazebo, Linux