# Aidan Reilly

610-608-8166 | arr160@pitt.edu | linkedin.com/in/aidan-r-reilly | github.com/Razzi86 | portfolio

# EXPERIENCE

# Robotics Software Engineer Intern

05/2024 - present

Komatsu Mining

Warrendale, PA

• Developing autonomous vehicles for underground mining using ROS2 and Unreal Engine 5

#### Robotics Software Engineer Intern

05/2023 - 08/2023

Komatsu Mining Warrendale, PA

• Led the development of a fully autonomous mining vehicle from simulation to physical production, increasing operational efficiency by over 25% and driving \$1.1 billion in annual revenue

- Increased performance by 8x using CUDA, improving the quality of simulations and pointcloud processing
- Managed 10,000+ lines of code with Docker and Azure DevOps in a Linux environment
- Utilized the latest technologies of C++, Python, 3D Lidar, Radar, IMU, ROS2, SLAM, NAV2, ICP
- Presented progress to Vice Presidents, resulting in increased funding and project expansions

## **Undergraduate Teaching Assistant - Discrete Mathematics**

08/2022 - 05/2023

University of Pittsburgh

Pittsburgh, PA

• Supported students through weekly recitation, tutoring and office hours; managed grading and provided tutoring

#### PROJECTS

#### ANA - Autonomous Navigation Assembly | github.com/Razzi86/ana\_bot

08/2023 - present

- Developed an autonomous robot car from scratch using C++, ROS2, SLAM, NAV2, Lidar, Depth, Arduino, Jetson
- Researched modern methods to maximize performance of perception, navigation, localization, and control

### MIT-PITT-RW - Perception Team | driverless.mit.edu/mitpittrw

01/2024 - present

- Contributed to an autonomous racecar by developing ML models for real-time vehicle and obstacle recognition
- Modified docker to work on ARM64 computer architecture, enabling development on the NVIDIA Jetson Orin
- Working towards research paper for Carnegie Melon University Robotics Institute

#### Box Game | github.com/Razzi86/Box\_Game

08/2021 - 01/2022

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

#### Awards

## Second Place - SteelHacks Hackathon | github.com/DW-Han/fashion-segmentation-rep

2023

- Led the development of an AI-based Chrome extension for live clothing segmentation, achieving %86 accuracy
- Utilized Pytorch, TensorFow for model, JavaScript, CSS, HTML for front and back end

#### **EDUCATION**

#### 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: Deep Learning, Computer Vision, Data Structures & Algorithms, Operating Systems, AI, C++

#### SKILLS

Languages: C++, Python, MATLAB, Java, URDF, Blueprint, Javascript, CSS, HTML, C#, C,

Tools: Docker, Azure Devops, Git/GitHub, NVIDIA Jetson, Unreal Engine 5, Gazebo, ROS2

Technologies: PyTorch, TensorFlow, OpenCV, CUDA, Ubuntu, PyQt5, SLAM, Nav2, PCL, ICP, YOLO, CAD