

Aidan Reilly

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EXPERIENCE

Komatsu Mining

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 map out mines and optimize path planning efficiently.

Komatsu Mining

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](#)

ANA (Autonomous Navigation Assembly) | 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 designed multiple prototypes, implementing perception, control, and path planning

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

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

Professional Tournament Poker

2019 - present

- Coached by super pros Chance Kornuth (#1 worldwide, 2020), James Romero (World Poker Tour Champ, 2016)
- Extensive mastery of game theory, statistics, and probability; Developed UBerkely poker course; Private coach

Clothing Segmentation Extension | 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 2nd overall in the 2023 SteelHacks hackathon, winning the "User Experience" category

Box Game | github.com/Razzi86/Box_Game

08/2023 - 11/2023

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

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

SKILLS

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