Aiden Melone

Computer Scientist

EXPERIENCES

Research Engineer

Saleo.io / March 2025 - Present

- Led R&D efforts in RAG model development for code generation, with an average return of 15% higher semantic quality over naïve generation.
- Developed end-to-end data pipeline, model infrastructure, and benchmarking suite for model testing and deployment.
- Languages/Technologies Involved: AWS Sagemaker, Huggingface, Langchain, OpenAI API, Typescript, Python.

Researcher & Developer – Dr. Jenifer Kim

Georgia Tech Research / Aug 2022 – Dec 2022; Jan 2024 – Present

- Assisted in development of data dashboard for results from a VR experience for Autistic individuals to practice professional skills with. UIST 2023.
- Currently developing a fine-tuned RAG model to automate neurotypical assignment conversion process for Georgia Tech's Excel program.
- Technologies Involved: Vue, LangChain, Python, Pandas, NumPy

Software Development Engineer Intern

Amazon, Remote / May 2022 – Aug 2022

- Onboarded internal teams and built infrastructure for the customer facing notification hub in the Amazon Alexa Developer Console.
- Required internal communication and coordination among various independent internal teams.
- Technologies Involved: TypeScript, AWS (CDK, Lambda, EventBridge)

Developer & Documenter - Smart Chess AI

CS 4641, Georgia Tech / Aug 2021 – Dec 2021

- Developed decision tree and neural network approaches to define why chess moves are good or bad using data from Lichess' puzzle database.
- Research Report and code base available here.
- Technologies Involved: TensorFlow (Keras), NumPy, Pandas.

Accomplishments

APEC & Google Asia 2020 App Challenge/DMAP Alumni

3rd Place - Oct 2020

- Became the first US team to ever podium in the international APEC 2020 App Challenge by building the smart inventory management web application Octodash.
- Handled the creation of a news aggregation algorithm within the Python backend and worked on connecting the backend to the React frontend via the Flask framework.

Emory + GT Covid Hackathon

Honorable Mention - Jan 2021

- Worked with 3 other GT students and 1 Emory student to create the accessible contact tracing web application for schools ProTracker. (MERN Stack)
- Worked Primarily on front-end user experience (React.js), designing logos (Photoshop), and connecting backend features (Node) to the front end.

HackGT 8

Oct 2021

- Worked with 3 other GT students to create the novel retail gamification project MineCart.
- Developed a server-side Minecraft plugin (Java) which interacted with a MySQL database (hosted on AWS), which ran in parallel to a web app (React + Node).

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LANGUAGES

Java

Python (TF, Pandas, NumPy)

JS/TS (React, Node)

C#

Kotlin

EDUCATION

BS / Computer Science
Minor / Psychology

Georgia Institute of Technology – Highest Honors – 3.75 GPA

Aug 2020 – May 2024

Relevant Coursework:

- Deep Learning
- Human Computer Interaction
- Machine Learning