

# AIDAN DEGOOYER

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## SUMMARY

I am fourth-year student pursuing degrees in Computer Science and Economics. I possess excellent problem-solving skills and strong attention to detail. I am driven by the prospect of applying cutting-edge technologies to create innovative solutions, and I am eager to bring my perspective and talents to a forward-thinking team.

## TECHNICAL SKILLS

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- *Programming Languages:* Python, Java, C, C++, TypeScript/JavaScript, HTML, CSS
- *Tools:* TensorFlow/Keras, Git, CUDA, Pandas, NumPy, Django, React, PyTorch, Gunicorn, nginx
- *Skills:* Machine Learning, Evolutionary Algorithms, Full-Stack Development and Deployment

## WORK EXPERIENCE

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**Higher Skills, Software Engineer, Fairfield CT** Spring/Summer 2024

- Designed, mocked-up, and developed AI-driven software using OpenAI API and began training an in-house model.
- Collected usage data to improve the model and product.
- Our product came in 2<sup>nd</sup> place at the Fairfield University StartUp Showcase.

## PROJECTS

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**Online Water Meter, Raspberry Pi, Django, React, Gunicorn, nginx, Harpswell ME** 2024

- Designed and built a hardware sensing solution into my home's water storage system to collect data.
- Designed, developed, and deployed a full stack web application to view the current water level and history.
- Predictive water level model allowed better scheduling of water delivery, saving hundreds in expedited delivery fees.

**Secondhand Marketplace w/ AI Tools, Django, KoboldCPP, Blip2, React, Syracuse NY** 2025

- With my team, developed an inventory software solution intended for thrift and charity stores using the agile process
- Created an AI solution to improve pricing efficiency by suggesting a price and product name/description based on an image of the product.

**Evolutionary Machine Learning Project, TensorFlow, CUDA, NumPy, Pandas, Syracuse NY** 2024

- Created, trained, and tested a variety of models (Neural Network, Particle Swarm, etc.) on a dataset.
- Compared different training methods across the course of the class including evolutionary strategies with mutation.

## EDUCATION

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**Syracuse University College of Engineering and Computer Science, Syracuse NY** Expected Graduation 2025

- *BS in Computer Science* (3.9 GPA)
- *BA in Economics*
- *Tau Beta Pi Engineering Honor Society*
- *Relevant Coursework:* Evolutionary Machine Learning, Design of OS, Object Oriented Programming in C++
- *Awards:* 6x Dean's List
- *Study Abroad:* London, Fall 2023

## OTHER

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**Counter-Strike Team, Player & Team Manager, Syracuse NY** 2021 - Present

- Played competitive Counter-Strike for the university on their varsity-level esports team.
- Built the program from a club team (2021) to a university-supported varsity program (2024)
- 1x National Varsity Champions (*Spring 2024*)
- 1x National Club Champions (*Fall 2021*)
- 1x National Club Runners-up (*Fall 2023*)