

# AIDAN DEGOOYER

Upper Saddle River, NJ | 201-983-8439 | acdegooy@syr.edu | linkedin.com/in/aidandegooyer | github.com/aidandegooyer

## 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

---

- *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

---

**Higher Skills, Lead 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.
- Secured over \$5k in seed funding

## PROJECTS

---

**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

---

**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

---

**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)

**AIDAN DEGOOYER** 201-983-8439 | [acdegooy@syr.edu](mailto:acdegooy@syr.edu)

## REFERENCES

---

Charles Langdon

Co-Founder

Higher Skills

[charlesdlangdon@gmail.com](mailto:charlesdlangdon@gmail.com)

- *Charles brought me on board the Higher Skills software team to help design and develop their product*

Dr. Tuğkan Batu

Assistant Professor, Department of Mathematics

London School of Economics and Political Science, London UK

[t.batu@lse.ac.uk](mailto:t.batu@lse.ac.uk)

- *Dr. Batu instructed me in CIS477: Algorithms & CIS473: Automata & Computability while I was in London. I was fortunate enough to be in a small class (7 students) with Dr. Batu, and it was a great experience.*

Travis Yang

Esports Program Manager, Falk College of Sport and Human Dynamics

Newhouse School of Public Communications, Syracuse NY

[tyang49@syr.edu](mailto:tyang49@syr.edu)

- *Manages the program for our Counter-Strike varsity team. He has helped us secure funding to take our club team to a traveling varsity team.*