



Aidan McLaughlin

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Hi! I'm Aidan and I'm a software engineer interested in working on applications focused on interaction-led understanding. Outside of work, I'm very excited about VR and have been learning a bit of Unity to create experiences. Aside from programming, I enjoy traveling, design, video games, coffee and running!

Skills

Current

JS/Typescript
HTML/CSS
React (& Tooling)
nodejs
Design (Figma +)
Wordpress
MongoDB
PostgreSQL

Previous

Python
Kubernetes
Angular
D3.js
Three.js

Hobby

Blender
Unity
VR
A-Frame
Vue

Work Experience

Jayway – Software Consultant

Feb 2020 – Dec 2020

- My project was a 3D planner for visualizing combinations of furniture for the home using Babylonjs, React and Redux.
- Coordinated with the data-science team that interfaced with all the different planners to improve conversions using behavioral data.
- Worked on a team of three to release a brand new range of products on the planner and served as a liason to our vendor for verifying 3D models.
- Gave a talk on Redux Sagas as part of Jayway's regular knowledge sharing day.

Streamroot – Dashboard Tech Lead

Mar 2018 – Feb 2020

- Lead development on our company dashboard used both internally and externally to manage accounts and product configurations, as well view analytics.
- Coordinated with other team leads to organize and carry out cross-team projects. I collaborated frequently with the product team to mock up interfaces and define specifications.
- Set up Continuous Integration to build images for my project that could then be deployed with the Kubernetes infrastructure created by the dev-ops team.
- Maintained and updated marketing site in Wordpress.

Freelance Development

Sep 2016 – Mar 2018

- Defined project goals with clients and iterated on designs and functionality until reaching the desired experience.
- Set up and maintained servers used for deployments as well as software related to running the sites (e.g. hosting providers and payment gateways).
- Co-designed and developed multiple Wordpress marketing sites, some from templates and others in entirety.

indico – Frontend Developer

May 2014 – August 2016

- Developed visualizations so clients could interpret data gained from analyzing texts and images with indico's machine learning tools.
- Iterated, tested and maintained marketing site and demos including strategic planning around updates (e.g. A/B testing).
- Wrote developer documentation for API usage as well as step-by-step guides for developing applications from scratch.

Education

Olin College B.S. in Engineering: C.S. Sep 2012 – Dec 2017

At Olin, project work is infused with human centered design. Additonal to general engineering and a concentration in computer science, my humanities capstone was about the psychology of interaction design.