Aidan Lawford-Wickham

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EDUCATION

University of Toronto — BASc. in Engineering Science

Expected April 2022

Machine Intelligence Major, Certificate in Engineering Business, GPA: 3.4

Activites:

- Built an autonomous robot to charge electric vehicles (software and computer vision systems lead)
- Developed a progam to construct 3D point clouds for 2D image pairs using stereoscopic vision
- Created a programmable 4-bit processor on an FPGA using verilog

Coursework:

Data Structures and Algorithms, Digital & Computer Systems, Calculus, Probability & Stats, Matrix Algebra, Machine Learning, Signal Analysis, Image Understanding, Neural Networks and Deep Learning

Massachusetts Institute of Technology — iD Tech Coding & Engineering Academy

July 2017

- Object-oriented design, Android development in Java
- Published a survival game with multithreaded performance, canvas graphics, unique touchscreen joystick controls

EXPERIENCE

Ceridian HCM, Inc. — Software Developer Intern

May 2020 - Present

- Architected key elements of application-wide UI framework used in production by over 3.9 million active users
- Designed a fully-featured data grid to fetch, cache, and modify over 50,000 records with complete responsiveness
- Spearheaded new React hooks-based component architecture, shaping frontend design practices
- Contributed to an agile, scrum-based environment, leading the team as scrum master

MetaBrainz Foundation Inc. — Google Summer of Code, Developer

May 2019 – Aug 2019

- Designed a scalable engine for similarity indexing between $\sim\!14$ million audio recordings from scratch
- Improved indexing speed over previous solution by ~400%, bringing similarity recommendations to production
- Created interactive visualizations for genre classification of high dimensional data with t-SNE and PCA algorithms
- Reduced server CPU load by $\sim 50\%$ after improving database schema and optimizing PostgreSQL queries
- Built playlist recommendation system using shortest-path audio feature analysis and collaborative filtering

University of Toronto Data Science Team — Data Engineer

Sept 2018 – Mar 2019

- Predicted peak energy demand days across Ontario using historical demand and weather patterns
- Created a pipeline that uses a recurrent neural network to model time series weather data with accuracy of 96%

PROJECTS

Boardwalk - Flexible Information Graph

Mar 2020 – Present

- Co-founder of Boardwalk, a collaborative platform for organizing and sharing information with maximum flexibility
- Designed extensible data models with Typescript that are independent from business logic
- Created a fast, serverless React frontend with real-time collaboration and persistence through Firestore

$\textbf{F1 Advantage} - RL \ \text{Optimization Software}$

May 2020 - Present

- Program that optimizes car configuration and favourable accelerations at each point on a Formula One racetrack
- Powered by reinforcement learning, F1A uses a deep Q-learning model trained on a custom-built OpenAl Gym

SKILLS

Programming Languages — Python 3.x, Typescript, Javascript, C/C++, Java, Bash, ARM Assembly, Verilog, MATLAB Frameworks/Libraries/Tools — Flask, Express, React, NodeJS, NumPy, TensorFlow, Linux, SQL, Docker, git, Firebase, Azure Design — Big data systems, backend & databases, machine learning infrastructure, API design, UI Architecture