AIDAN LYNCH

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SUMMARY

Customer-focused Software Engineer with 4+ years of experience driving client success. Eager to work alongside talented, motivated engineers in a challenging role with growth opportunities.

EXPERIENCE

Software Engineer | C Speed
Feb 2023 – Present

▪ Led software efforts for 2 enterprise clients, serving as the primary point of contact for managing deliverables and expectations throughout the project lifecycle.
▪ Partnered with manufacturing and procurement teams to deploy internal tooling that eliminated manual processes.
▪ Mentored several groups of interns through code reviews and deep dives into programming concepts.
▪ Maintained software for critical medical applications with a focus on availability and product security.
▪ **Utilized:** C++ ▪ C# ▪ Bash ▪ PowerShell ▪ Lua ▪ Python ▪ OpenEmbedded ▪ OpenWRT ▪ Azure ▪ Git ▪ SVN

Software Engineering Intern | Bryx
May 2022 – Aug 2022

▪ Improved user form templating through the use of a tree structure to organize nested form elements.
▪ Built a dynamic rendering system to display form elements using a set of recursive functions.
▪ Implemented a drag-and-drop interface to create and arrange form element hierarchies.
▪ Incorporated regulatory form requirements by augmenting the data structure with validation criteria.
▪ **Utilized:** TypeScript ▪ React ▪ Material UI

Software Engineering Intern | C Speed
Jan 2021 – Aug 2021

▪ Improved ASTERIX data parser performance by 25% through the identification of inefficient operations.
▪ Developed an interactive website for the visualization of live and historical radar data.
▪ Redesigned radar data aggregation and storage to run in the cloud for worldwide availability.
▪ Implemented a distributed algorithm for determining the temporal ranges of data to improve search and playback.
▪ **Utilized:** C++ ▪ C# ▪ JavaScript ▪ AWS

PROJECTS

zestty
Dec 2025 – Feb 2026

▪ Developed a project-centric sessionizer for zellij, a terminal multiplexer, enabling users to launch terminal workspaces with one command.
▪ Engaged with users in the community to identify and solve pain points in their terminal workflows.
▪ Incorporated user feedback to prioritize features and fixes across multiple software releases.
▪ **Utilized:** Rust ▪ POSIX Shell ▪ Web Assembly

Automata
Jan 2025 – Feb 2025

▪ Implemented a generic, parallel engine capable of computing the next generation of cells for several different types of cellular automata.
▪ Employed flamegraphs and other profiling methods to identify functions that needed performance improvements.
▪ Reduced hot path execution time by 50% through implementation of a partial rendering technique.
▪ **Utilized:** Rust ▪ Parallelization

EDUCATION

Rochester Institute of Technology
Aug 2019 – Dec 2022

*Bachelor of Science in Computer Science, GPA: **3.86***

CS Courses: Computer Vision ▪ Machine Learning ▪ Distributed Systems ▪ Algorithms ▪ Networking
Math Courses: Graph Theory ▪ Game Theory ▪ Multivariable Calculus ▪ Linear Algebra

SKILLS

Programming: Rust ▪ C ▪ C++ ▪ C# ▪ Shell ▪ Python ▪ Lua ▪ TypeScript ▪ Java
Tools: Git ▪ SVN ▪ Linux ▪ OpenEmbedded ▪ BuildRoot ▪ Neovim ▪ Azure ▪ AWS