

AIDAN LYNCH

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Seeking a software engineering position for February 2023.

EDUCATION

Rochester Institute of Technology | Rochester, NY

August 2019 - December 2022

B.S. in Computer Science

GPA: 3.86

Related Courses: Computer Vision • Machine Learning • Analysis of Algorithms •
Data Communication & Networking • Data Management • Graph Theory

SKILLS

Programming: C • C++ • C# • Rust • Java • Python • JavaScript • TypeScript • HTML • CSS
Tools: Git/Github/Gitlab • SVN • MySQL • MongoDB • Visual Studio • JetBrains • Unix

EXPERIENCE

Bryx: *TypeScript React, SCSS*

May 2022 - August 2022

- Implemented drag-and-drop interface for creating and arranging form elements.
- Designed a nested data structure for storing user-created form layouts.
- Developed dynamic rendering system for forms and related data.
- Collaborated with colleagues using Agile techniques.

C Speed: *C++, C#, JavaScript*

January 2021 - August 2021

- Identified parser inefficiencies and improved performance for an integral piece of software.
- Assisted in the design and implementation of an internal cloud computing solution to centralize company data.
- Built website to visualize live and historical radar data stored on a cloud machine.
- Developed a new tool that bootstrapped the parser's functionality for use in the cloud.

PROJECTS

Piet Interpreter: *Rust, Git, Group project*

March 2022 - April 2022

- Developed an interpreter for the esoteric programming language Piet in Rust.
- Utilized Rust's stability features to develop a safe and secure system program.
- Implemented custom algorithms for parsing and executing Piet code.

Artificial Life: *C++, SFML, Git*

January 2022 - February 2022

- Utilized Perlin noise to generate random worlds and obstacles.
- Designed creatures with a genome and neural network to govern traits and behavior.
- Implemented the NEAT algorithm to simulate evolution in a digital population.

Personal Website: *HTML, CSS, JavaScript, Git*

December 2019 - February 2020

- Designed a website for outreach and networking.
- Learned the basics of HTML, CSS, and JavaScript to create coherent, stylized pages.

Drone: *C++, Git, Raspberry Pi & Sensors, Group project*

September 2018 - May 2019

- Constructed a drone and wrote the supporting software from scratch.
- Executed on Raspberry Pi with input from radio controller.
- Implemented software pulse width modulation and PID control loop to change propeller speed.

ACTIVITIES

Computer Science House, *Member*

August 2019 - Present

A special interest community at Rochester Institute of Technology based on academic and social excellence. With a strong focus on collaboration and projects, Computer Science House helps members become better developers and better people.

References available upon request.