AIDAN LYNCH

(281) 665-9846 aidantlynch00@gmail.com Aidan Lynch aidantlynch.com

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++ • Rust • C# • Java • Python • JavaScript • TypeScript • HTML • CSS**
Tools: **Git/Github/Gitlab • SVN • GCC • CMake • MySQL • MongoDB • Linux**

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, AWS*** ***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

Compute Share: ***Rust, Git*** ***December 2022 - Present***
- Designed system for requesting and performing distributed training for machine learning models.
- Researched distributed training techniques and its support in popular machine learning libraries.

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.

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.