Ayden Boyko

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Education

Rochester Institute of Technology, Rochester, NY
BS, Software Engineering (expected May 2026)
Minor, Applied Statistics

Related Coursework

Data Structures and Algorithms
Embedded Programming
Linear Regression
Software Project Management
Web Development - UX/UI Design

Skills

Languages:
Python, Java, C, JavaScript, TypeScript, pg-SQL

Tools:
VS Code, Git, Docker, Postman, Gitlab, pg-Admin, MongoDB Atlas

Frameworks:
Flask, Nodejs, Angular, Bootstrap, React, Nextjs, Bootstrap, Pytest, Junit

Notable Projects:

Rideshare Full-Stack Web App
https://github.com/ayden-boyko/Full_stack_rideshare
Developed a platform for users to find rides and chat with drivers. Includes ability to review rides and a commenting system between riders and the drivers.
Frameworks: Flask, React, SupaBase DB, using a REST API and Postgres database.
Languages: pg-SQL, Python, JavaScript, CSS, HTML.

Chatroom Full-Stack Web App
https://github.com/ayden-boyko/MyChat
Created a real-time communication tool which allows users to friend others, join groups, and message directly.
Frameworks: React, Tailwind CSS, Shadcn, using MongoDB, Node.js, and Express.
Languages: JavaScript, TypeScript, CSS, HTML.

Professional Experience

MyDataProduct, Software Engineering Intern | Summer - 2024
(Remote)

• Enhanced data processing reliability by resolving API issues and creating a backup solution, ensuring consistent performance even when third-party services were unavailable.
• Led collaborative efforts with design and project teams to achieve a major frontend overhaul, significantly improving interface consistency and modularity.
• Strengthened backend systems by developing features for real-time data handling and secure user authentication, delivering dependable, client-centered applications.
• Documented workflows and technical processes to provide clear, maintainable references for future development, ensuring consistency across the development lifecycle.

The Coder School, Coding Instructor | 2022 - Present
(Part Time/Remote)

• Teach youth coding, primarily in Python, to foster problem-solving and analytical thinking skills in a hands-on learning environment.
• Tailor teaching approaches to accommodate different age groups and learning styles, creating an engaging and supportive atmosphere that encourages curiosity and confidence in coding.
• Mentor students through project development, guiding them from foundational concepts to building diverse projects, such as simple games and complex RPGs