AYDEN BOYKO

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ABOUT ME

I'm a computer science student seeking opportunities to apply my theoretical knowledge in a practical setting. I hold a strong work ethic and a passion for problem-solving. Recognized for being a hard worker, I commit to approaching challenges with an open mindset and exhausting exploration. I am enthusiastic about contributing to a team, eager to work alongside professionals, and look forward to contributing to a professional development cycle. I'm an avid rock climber and have been for the past 10 years. I'm also very passionate about home cooking, so much so that I even dry aged beef in my fridge for 45 days.

EDUCATION

Rochester Institute of Technology, Rochester, NY / 3rd year

Bachelor of Science Software Engineering / Minor in Statistics Waldorf High School, San Francisco, CA / 2021 Digital Media Academy, Harvard, MA / Summer - 2018

SKILLS

Technical

- Known Languages: Python, Java, C, JavaScript, Typescript, pg-SQL
- Development Software: Microsoft Visual Studio, VIM
- Development Frameworks: Angular, Flask, React, Nextjs, Tailwindcss, JUnit, Pytest

Projects

Personal Website - avden-boyko-website.vercel.app

- Built with React, Nextjs, Tailwindcss.
- Languages: Typescript, CSS, HTML

Midi music player

- Embedded on a STM32 board github.com/ayden-boyko/Embedded midi player
- Works with any STM32L47xxx board
- · Used the stmIDE and written in C

Rideshare back-end - github.com/ayden-boyko/Restful-api

- · Composed of a REST API and database.
- Built with flask, Pytest
- Languages: Python, pg-SQL

Candy E-store - github.com/ayden-boyko/Candy-estore

- This was a team project where I was in charge of the back end.
- Built with Angular, JUnit
- Languages: Java, Typescript, JavaScript, CSS, HTML

EXPERIENCE

The Coder School, San Francisco, CA / 2022 - Present

I teach youth coding languages (Python, JS), to improve their analytical thinking and develop problem-solving abilities. This occurs through one-on-one lessons, gradually building upon topics they have become comfortable with. Projects are built using the student's knowledge of the code base. They can range from a simple family feud style game to a fantasy rpg. The ages of students range from 10-18.

Camp Edmo, San Francisco, CA / 2016-Summer

I served as a camp counselor during this annual summer STEM program, overseeing children and facilitating various activities, including setting up and dismantling stations for stop-motion and 'maker' activities. My responsibilities included ensuring the smooth execution of those activities and maintaining in class control, to prevent any disruptions.

VOLUNTEER WORK

San Francisco Food Bank, San Francisco, CA / 2016-2021

Developed meal kits and provided grocery delivery services during the COVID-19 pandemic.

Glide Homeless Shelter, San Francisco, CA / 2016-2021

Prepared and personally distributed meals as part of a program sponsored by SF Park and Rec.