

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, Golang

Tools:

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

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

MyDataProduct develops AI-powered tools that streamline user-generated content processing, focusing on photo editing, thumbnail creation, and headshot generation to support efficient and scalable content workflows.

July - Sept 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 | San Francisco, CA | Coding Instructor

July 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