

Taiki Aiba

(978) 201-4007 | taikiaiba@gmail.com | linkedin.com/in/taiba3 | github.com/detoasty3 | sites.gatech.edu/detoasty3

EDUCATION

Georgia Institute of Technology

- B.S. & M.S. in Computer Science, B.S. & M.S. in Mathematics, B.S. in Applied Languages, Minor in Economics May 2027
GPA: 3.96/4.0
- **Coursework:** OS, Computer Architecture, Processors, Systems/Networks, PLT, Machine/Deep Learning, Statistics
 - **Teaching Assistant:** Algorithms (4x), Discrete Mathematics (3x), Multivariable Calculus (1x)

EXPERIENCE

Williams College

NSF REU Research Mentor

June 2025 – August 2025

Williamstown, MA

- Mentored 20 undergraduates on a research problem of the real-time card game *Quads* through weekly reading sessions.
- Wrote 2 C++ scripts to find the maximum number of quads, one recursive and one using the Moser-de Bruijn sequence.
- Optimized recursion in Rust, reducing runtime by over 400% via multithreading, specifying targets, and early exiting.
- Proved bounds on the maximum number of quads in a deck of size a power of 2, presented at the [2025](#) and [2026](#) JMM.

Amazon

Software Development Engineer Intern

June 2024 – August 2024

Boston, MA

- Created a discrete event simulation model in SimPy for 100+ engineers to visualize packet flows in one of Alexa's nodes.
- Developed a C++ script that interacts with Alexa's internals, feeding packets of variable sizes and recording latencies.
- Parsed 100k+ lines of CSV strings/JSON arrays with Python to extract mean and individual packet latency/size data.
- Formed an 85%-accurate quadratic of fit, training with small sizes and comparing latency to size graphs with Matplotlib.

Georgia Tech School of Electrical and Computer Engineering

Research Assistant

August 2023 – December 2023

Atlanta, GA

- Translated docs of the Japanese NEC PC-FX game console to English, storing 12 files of 15k+ lines in Github Pages.
- Researched the PC-FX's address map, register list, and I/O access space and the specs of its sound processing device.
- Analyzed the C Compiler of the GMAKER Starter Kit (processing flow/registers), allowing user-made software to run.
- Wrote graphical software in C with the kit to run on the PC-FX to showcase its usability to a team of 3 and a professor.

PROJECTS

Ceff: A Small C-like Language with Effects | Python, C

- Co-invented a language based on C with a built-in effect system to combine paradigms (error handling, iterators, etc.).
- Developed a compiler with Python that makes a Ceff program C-compliant through an AST transformation pipeline.
- Reduced latency on 5000 socket connections from 3352 ms on a synchronous C server to 55 ms on a Ceff server.

Graph Neural Networks for Recommender Systems | PyTorch Geometric, pandas, Matplotlib

- Developed 3 variations of graph neural networks with PyTorch Geometric, extracting from a dataset from MovieLens.
- Leveraged edge features, using BERT to embed users/movies and computing similarity scores with cosine similarity.
- Achieved an RMSE of 1.0179, nearing the state-of-the-art models UBCF (0.978) and IGMC (0.905) (integer ratings 1-5).

Profit Maximization in Weighted Graph (4th Place Team at Low Latency Challenge) | C++, Python

- Designed a randomized algorithm in C++ deciding whether to add edges based on profit, enhanced with a learning rate.
- Utilized multithreading with a Python script to extract results faster, achieving 16x the number of answers to submit.
- Created an MST graph before running the randomized algorithm using union-find to establish a working starting profit.

Court Scheduling App (4th Place at GT CS Junior Design Expo) | TypeScript, Firebase, Expo, Node.js

- Led backend work in a team of 5 for a court reservation app deployed with Expo (React Native) for 1000+ residents.
- Integrated waitlist class/fields in Firestore with FCFS scheduling/cancellation logic in TypeScript for seamless testing.
- Utilized EmailJS to send reservation emails and Firebase Auth. for verification, offering a robust notification system.

Competitive Math and Programming | C++

- Founded and manages **GT Competitive Math**, a club of 60+ students to discuss the Putnam, a 6-hour math contest.
- Facilitated participation in the 2023 Putnam, amassing 100+ GT participants; 2/5 of the Top 500 are active members.
- Represented GT at the ICPC Southeast Regionals in 2022 and 2024, a 5-hour algorithmic problem-solving competition.
- Achieved USACO Silver, Codeforces Specialist (top 8%), 24 on Putnam (606th/4000+), and 10 on AIME 2x (top 4%).

SKILLS

Languages: C/C++, Python 3, Java, Go, Rust, JavaScript/TypeScript, SQL, R, Verilog/SystemVerilog

Machine Learning: NumPy, pandas, PyTorch, TensorFlow, scikit-learn, SimPy, Matplotlib

Technologies: React, Expo, Node.js, Spring Boot, Firebase, Docker, GCP, MongoDB, Git, Bash, Linux, WSL, Jira

Certifications: Akuna Capital – Options 201, MIT Professional Learning – No Code AI and Machine Learning