

Aiden Green

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Parkville, MD

EDUCATION

Rochester Institute of Technology | GPA: 3.2

Rochester, NY

Bachelor of Science in Software Engineering (Immersion in Music)

August 2025

Related Courses:

Web Engineering, Engineering of Subsystems, SW Process & Project Management, Real-Time and Embedded Systems, Concurrency of Parallel & Distributed Systems, Analysis of Algorithms, Linear Algebra, Engineering Secure SW, SW System Requirements and Architect, SW Testing

SKILLS

Languages: Java, Javascript/Typescript, Python, C, Lua, C#, Rust, PostgreSQL, MongoDB, React

Tools: VS Code, NeoVim, JetBrains IDEs, Git, Figma, Notion (Project Planning), Agile Methodologies (Kanban, OpenUp, Scrum)

EXPERIENCE

Vulnerability History Project

Rochester, NY

Research Assistant

August 2024 - December 2024

- Researched on code vulnerabilities and how much the Rust language mitigates them by default to aid the writing of a related white paper. Categorized and analyzed CWEs based on Rust's built-in protections.
- Developed a set of Python scripts and a Zola based static site to calculate, output, update, and finally display vulnerability metrics efficiently.

RIT Department of Software Engineering

Remote

Full Stack Developer

June 2024 - August 2024

- Developed and integrated an in-house Peer Evaluation feature into a live Project Development Portal, streamlining the workflow for Admins, Coaches, and Students by replacing third-party solutions using React, Sqlite, and the Semantic UI framework.
- Acted in a facilitator-like role doing project planning and execution, managing team tasks and progress through GitHub Projects.

Simone Center for Innovation and Entrepreneurship

Rochester, NY

Innovation Fellow

September 2023 - December 2023

- Engaged in customer discovery to identify market needs, testing the viability and user interaction levels of artificial intelligence and computer vision integrated solutions, enabling further research and potential applications for the client.
- Utilized Azure AI and OpenAI Services to build a React MVP, managed communications via a Flask server, and enhanced digital experiences with Unity through a Socket.IO client and Blender animations.

PROJECTS

FiTR Skills Career Roadmaps: NextJS, Supabase, Typescript, React

March - August 2025

- Collaborated on the development of a web based job board platform modeled after dating apps, enabling recruiters and candidates to connect based on skills and location to streamline the job-search to first-interview process.
- Employed Agile (RAD) process methodology for project planning and iteration including documentation/User Stories, models and mockups, weekly design review/approval check ins, tri-weekly standups, solution development, and acceptance tests.

Sonata Discord Bot: Python, Javascript, Cloud-Based AI Models

December 2023 - February 2025

- Developed a Discord bot with natural language processing for text and voice interactions, featuring a flexible AI manager that supports integration with multiple AI models (e.g., OpenAI, Perplexity, Claude), a modular plugin system for additional addons, and a custom function calling system for web searches and multimedia retrieval.
- Implemented a chat history and personalized memory management system with encrypted serialized files, allowing the bot to retain context, manage conversation threads, note feelings about users, and persist data across sessions and servers for seamless user experience.

Bank Simulation: Embedded C, RTOS, STM32,

March 2025

- Developed a FreeRTOS-based real-time simulation of a bank environment, leveraging a multifunction shield on a STM32 microcontroller for displaying and managing customer queues and teller operations on an LCD.
- Implemented a multithreaded system using FreeRTOS tasks, queues, and semaphore handlers for dynamic customer queuing and secure data handling.