

## Aidan McInerny

562 McGraw St, Seattle, WA 98109 – 206-347-0593 – aidan@mcinerny.org

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### Objective

Develop software solutions with a team that insists on the highest performance code and the optimal solutions to problems.

### Experience

#### **Amazon Engineering Intern – Maps & Prime Now**

Amazon.com, Seattle, WA

09/08/2015 – 12/18/2015

Developed a platform independent Mapping-Navigation engine in C++  
Integrated engine into existing application bringing it from 10 fps to 60 fps  
Created Geographical Math Library for optimal performance  
Created Objective-C wrapper and iOS API for client use

#### **Microsoft Engineering Intern – Movies & TV**

Microsoft, Redmond, WA

5/26/15 – 8/14/15

Utilized C++/CX to enhance the home video experience  
Designed a feature and saw it through to production  
Elevated team expectations for quality code

#### **ProjectFUN Teacher & Curriculum Developer**

DigiPen Institute of Technology, Redmond, WA

Summers 2012-2014

Created and conducted lessons utilizing C++ and C#  
Managed and worked with adults aged 20-36 as my teacher's aids.  
Lead classes of children age groups 11-14 and 15-18.

### Education

#### **Bachelor of Science in Game Design & Development from the B. Thomas Golisano College of Computing and Information Sciences**

Rochester Institute Of Technology, Rochester, NY

Expected Graduation Date: 12/15/2016

GPA of 3.83 with a Minor in Philosophy & focus in Computer Engineering

### Languages By Experience

C++, C#, Objective-C, Java, C, Assembly, JavaScript, VHDL, Common Lisp