

# Aiden Fine

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## EDUCATION

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### Oregon State University

*Bachelor of Science in Computer Science*

Corvallis, OR

May 2025 – Present

### Wake Tech

*Associate's in Science*

Raleigh, NC

Aug. 2021 – May 2025

## EXPERIENCE

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### Software Engineer

*Red Hat*

Jan 2026 – Present

Raleigh, NC

- Researching agentic AI workflows to automate pull request reviews and reduce review bottlenecks.
- Implemented post quantum cryptography (PQC) certificate support across services in Satellite.
- Built an ARM64 build tool in Go, removing the need for AMD64 hardware. This also reduced build time by 85%.

### Software Engineer

*Streametric*

May 2024 – Jan 2026

Raleigh, NC

- Architected a white labeling microservice with FastAPI, S3 and DynamoDB, allowing customers to fully customize the application and branding. This was adopted by 50 customers.
- Built a real time weather anomaly detection system integrated into data pipeline, leading to improved data accuracy by 30% and securing a \$300,000 contract.
- Led implementation of unit testing improvements across 20 backend microservices, integrating into CI/CD pipeline and removing 10 flaky tests to achieve 87% code coverage.

### Software Engineer Intern

*Streametric*

May 2022 – May 2024

Raleigh, NC

- Optimized the frontend by reducing endpoint calls by 50% through caching, minimizing re-renders and improving state management, which improved performance, reduced server load and lowered costs.
- Deployed and developed a user tracking system utilizing an API to capture and analyze user data, enabling our team to focus on the most used features. Improving decision-making and prioritization.
- Designed an internal tool to gather uptime percentages of customer devices, providing team members with weekly or daily reports. This improved visibility, helped track device reliability and find device weaknesses.

## PROJECTS

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### zeno | Go

- Designed and open sourced a scalable distributed key value store compatible with Redis CLI.
- Storage engine safely handles concurrent writes and follows distributed systems principles. Nodes communicate via gRPC.
- Designed in memory data structures with serialization to ensure low read/write latency under higher loads.

### flog | Go, pprof

- A high performance logger for Go, achieving low overhead of just 7 allocations and 400 bytes per operation on a log with 10 fields.
- Optimized application performance and memory usage by leveraging pprof and flame graphs to identify and resolve memory bottlenecks.
- Utilized direct memory buffer writes to eliminate heap allocations during log encoding.

## TECHNICAL SKILLS

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**Languages:** Python, Go, TypeScript, JavaScript, SQL

**Frameworks:** React, Node.js, Material-UI, FastAPI

**Developer Tools:** AI, Git, AWS, Docker, Google Cloud Platform, Jira