

Aidan Baros

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EDUCATION

2023 - present	Bachelor's of Computer Science	Illinois Institute of Technology
2025 - present	Master's of Data Science (Co-Term Program)	Illinois Institute of Technology
Spring 2025	Study Abroad	ENSEA, Cergy, France
	Coursework: Algorithms, Object Oriented Programming, Human-Centered Design, Intermediate French Language and Culture	
	Gained cross-cultural collaboration experience while traveling extensively across Europe.	

WORK EXPERIENCE

IIT Motorsports, FSAE — President Aug 2023 - present

- Served as primary liaison to university leadership and external sponsors, strengthening relationships and securing continued program support.
- Oversaw team operations, including a \$30,000 budget and year-long build schedule, ensuring on-time progress and efficient use of resources.
- Supported technical development by contributing CAD models in SolidWorks and facilitating collaboration across mechanical, electrical, and business sub-teams.

AceLab — Data Science Intern May 2024 - Sep 2024, May 2025 - Aug 2025

- Engineered an automated data export pipeline in Airflow and SQL, streamlining delivery from PostgreSQL to external partners and reducing manual overhead.
- Designed and evaluated data quality pipelines using dbt, Airflow, and SODA, identifying best-fit solutions to improve reliability of analytics workflows.
- Automated large-scale data extraction from 1,000+ manufacturer websites via Python and APIs, enabling faster ingestion of product data at scale.

Summer Camp, MCHD — Junior Camp Counselor May 2021 - Aug 2021

Supervised and supported children ages 3–12, including students with special needs, while planning and teaching daily lessons.

PROJECTS

Personal Website

Designed and deployed a personal website in Hugo as both a portfolio and creative outlet, integrating resume and photography sections while planning future expansions into CS projects and interactive features.

Personal Server

Built a personal server with TrueNAS to support photo archiving, automated backups, and self-hosted applications via Docker and Nginx.

Course Projects — Video Game Design

Developed a series of programming projects in high school, including games (Space Invaders, Minesweeper, Simon), algorithmic visualizations (Mandelbrot set, Wave Function Collapse), and a text-based adventure game.

SKILLS

Programming & Data	Python, C++, SQL, PostgreSQL, dbt, Airflow, LaTeX
Systems & Tools	GitHub, Git, Docker, VS Code, Beekeeper, SolidWorks
Collaboration	Slack, Notion, ClickUp, Miro