

Aria Wright

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WORK EXPERIENCE

Build Engineer, RAI Institute

Jan 2026–Present

Research institute specializing in solving foundational problems in the robotics industry

- Developing and maintaining Bazel build infrastructure for robotics data collection tooling
- Integrating static type checking across a Bazelized Python monorepo using mypy, improving code reliability across research teams
- Incorporating a local fork of Nvidia's IsaacSim into the Bazel ecosystem, enabling hermetic, reproducible simulation builds for robotics experiments
- Streamlining CI/CD pipeline improvements using GitHub Actions to automate deployment validation and enforce hermetic test execution across the robotics monorepo

Senior Robot Data Collection Engineer, RAI Institute

Dec 2024–Feb 2026

- Designed and built MetaGen, a unified tool for creating and uploading metadata on diverse robotics assets that has been used to make 10k+ episodes of data comprehensively queryable and discoverable across teams to enable the collaborative training of robot policies.
- Revitalized RaiLabs, an internal tool for automating camera calibrations and network configurations vital for the lab operations
- Oversaw a hardware-in-loop regression workflow training Spot on a complex repair task
- Collaborated with researchers to create a handheld generalized mesh generation solution for robotics simulations in MuJoCo and integrated solutions to support simulated experiments
- Became a tech lead managing robotic data collection tooling within 6 months of joining; Led biweekly mentorship sessions with technicians, overseeing their development projects on the path of becoming robotics engineers

Software Engineer, Ephemeron Labs

Feb 2024–Dec 2024

Microscopy and Metrology startup enabling nanoscale functional imaging of solid-state devices and materials

- Designed and implemented an Ubuntu-based embedded hardware system enabling the remote control of electron microscopes, cameras, and other devices
- Built an interoperability platform and ETL pipeline in Python, enabling clients to streamline data collection and automate remote experimental procedures

Full Stack Software Engineer, PiSrc

Feb 2022–Feb 2024

Software consulting startup specializing in digital platforms, ai and data, and enterprise financial solutions

- Led the development of a globalized survey creation system and dynamic statistics dashboard on a tight deadline using Java and React, empowering data visualization for customers in over 100 countries
- Designed and built a pipeline in Java to efficiently convert product data into a modular, standardized store page to improve the customer's ability to evaluate over 500k products
- Led the development of a proof of concept virtual navigation system in Javascript using WebXR and ThreeJS for a business conference with over 1500 attendees
- Designed a Python-based semantic HTML preprocessing pipeline using NLTK and LangChain, enabling the development of a highly accurate custom GPT-based chatbot

SKILLS

- **Programming Languages:** Python, Java, C++, JavaScript, Go, Rust, Verilog, HTML5, CSS, SQL, .NET, C#
- **Tools and Platforms:** Bazel, ROS, GCP, AWS, BigQuery, Docker, GitHub Actions, Metaflow, Notion, Gazebo, UIPath Studio, UIPath Orchestrator, Git, AEM, MATLAB

EDUCATION

Stevens Institute of Technology

BE Computer Engineering, Minor in Literature

Graduated 2022

PUBLICATIONS

V. DeFreese, A. Wright, I. Robalino and G. Vesonder, "Robotic Solutions for Eldercare," 2019 IEEE 10th Annual Ubiquitous Computing, Electronics & Mobile Communication Conference (UEMCON), 2019.