

Aidan Buffum

aabuffum@gmail.com

401-871-8494

Education:

Worcester Polytechnic Institute (WPI), Worcester MA

Bachelor of Science: Computer Science & Interactive Media/Game Design, GPA 3.56, May '20

Related Coursework: Digital Game Design I, Technical Game Development I & II, Object-Oriented Design Concepts, Systems Programming Concepts, Operating Systems, Calculus I-IV, Probability for Applications, Applied Statistics, Discrete Mathematics, Algorithms, Intro. to Artificial Intelligence, A.I. for Interactive Media and Games, Human Computer Interaction, Novel Interfaces for Interactive Systems, Design of Tabletop Strategy Games

Skills:

Programming Languages: C#, Java, C++, C, CSS, JavaScript, Python, Visual Basic, Racket

Applications: GitHub, Unity Engine, Unreal Engine, GameMaker Studio, Microsoft (Word, Excel, PowerPoint), Google (Docs, Sheets, Slides), Adobe Photoshop, Autodesk (Max, Maya)

Projects:

Quilt Generation for Computer Science Education, WPI, January 2018 – Present

Working in a lab environment developing an application to procedurally generate and modify quilt patterns to introduce computer science concepts to crafting communities. Utilizing and building frameworks built in Java and JavaScript. Designing two unique systems using genetic algorithms and user-defined replacement rules to generate and modify patterns. Running user interviews for feedback on the direction of the project.

WPI at PAX East 2018, WPI, November 2017 – April 2018

Organized and ran an informational booth at Penny Arcade Expo East 2018 for the Interactive Media and Game Development program at WPI. Recruited and managed volunteers. Developed a marketing pitch to be used alongside the booth.

Technical Game Development I, WPI, August 2017 – October 2017

Planned and created a game engine completely from the ground up in C++. Worked with the SFML library to create ASCII-based graphics and a friendly user interface.

The Game Design Process, WPI, August 2016 – October 2016

Worked in a team of four to design and develop a functional video game prototype in GameMaker Studio. Created original visual assets and code.

Senior Project, BHS, August 2015 – May 2016

Designed and created a working prototype of an educational board game to teach logical and critical thinking for children aged 5 to 10. Organized and ran playtesting sessions for the game's target demographic.

Work Experience:

Student Teaching Assistant, WPI, August 2018 – October 2018

Held weekly office hour and help sessions for the Technical Game Development I course at WPI. Solved students' problems in a timely and efficient manner. Provided valuable feedback toward student game prototypes.

Data Entry and Organization, John F. Allen & Son Inc., August 2017 – January 2018

Student Technology Assistant, Barrington Public Schools, August 2015 – June 2016

Team Captain, FIRST Robotics and VEX Robotics Teams, BHS, August 2013 – June 2016

Grill and Prep Cook, The Wharf Tavern, May 2018 – August 2018

Customer Service Associate, Lowe's, May 2017 – August 2017

Activities:

Game Development Club Vice President, WPI, August 2016 – January 2019

Diversity in Games, WPI, August 2017 – Present

Alpha Chi Rho Fraternity, WPI, February 2018 – Present

Upsilon Pi Epsilon, Computer Science Honor Society, WPI, January 2018 – Present

Fencing Club, WPI, September 2016 – Present

CollabLab Makerspace, WPI, August 2016 – Present