

School Address:

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Aidan Buffum

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Permanent Address:

5 Half Road
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Objective: Game Design Intern at Blizzard Entertainment

Education: Worcester Polytechnic Institute (WPI), Worcester MA
Bachelor of Science: Computer Science & Interactive Media/Game Design, GPA 3.6, May '20

Barrington High School (BHS), Barrington, RI, June 2016
High School Diploma, GPA 3.7

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, Artificial Intelligence for Interactive Media and games, Human Computer Interaction, Novel Interfaces for Interactive Systems

Skills: **Programming Languages:** Proficient with C#, Java, C++, C. Familiar with HTML, CSS, JavaScript, Python, Visual Basic, Racket
Applications: Microsoft (Word, Excel, PowerPoint), Google (Docs, Sheets, Slides), Adobe (Photoshop, Animate (Flash), Illustrator), Visual Studio, GitHub, Unity Engine, Unreal Engine

Projects: **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 scratch in C++ with 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 from scratch to teach logical and critical thinking for children aged 5 to 10.

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
Customer Service Associate, Lowe's, June 2017 – August 2017
Grill and Prep Cook, The Wharf Tavern, May 2018 – August 2018
Grill and Prep Cook, Newport Creamery, June 2016– August 2016

Activities: **Game Development Club Vice President**, WPI, August 2016 – Present
Diversity in Games, WPI, August 2017 – Present
Alpha Chi Rho Fraternity, WPI, January 2018 – Present
Upsilon Pi Epsilon, Computer Science Honor Society, WPI,
Fencing Club, WPI, September 2016 – Present
CollabLab Makerspace, WPI, August 2016 - Present