

Aidan Kaufman

Front End Web Developer

aidan.j.kaufman@gmail.com | 609-751-6070 | Rochester, NY

EXPERTISE

Code: Javascript, React JS, C#, C++, Java, HTML & CSS, Node.js, Redux, Socket.io (websockets)
Tools: Jira, Unity, Gitlab, Confluence, Postman, GitBash, Sourcetree, NPM, Visual Studio, MongoDB, Wix
Skills: Project Management, Documentation, Mobile Games, Level Design, Game Design, Game Production

EDUCATION

Rochester Institute of Technology, Rochester, New York

Bachelor of Science in Game Design and Development

December 2018

- 3.11 GPA, Dean's List (August 2016 - December 2018), Merit Scholarship

EXPERIENCE

Curtain Inc., New York, NY

September-November 2019

React JS Front End Developer Intern

- Took the helm and developed website as the only React JS developer on the team of a mobile app startup.
- Communicated with Product and Backend team to exceed expectations with new website features.

Code Tech Corp, Princeton, NJ

May-August 2018

Web Design Intern

- Designed and built a website from scratch for owner to maintain independently
- Implemented a table using a plug-in in Google Sheets to display front facing information more efficiently
- Evaluated competitor websites to incorporate SEO best practices for the purpose of ensuring optimal results

Jump Ramp Games (now owned by MobilityWare), New York, NY

June-August 2017

Agile Javascript Web Developer Intern

- Designed and developed games for a mobile app late stage startup using Javascript and Phaser framework with agile methodologies
- Created thorough documentation for both games and web pages using Jira and Confluence

PROJECTS

Treat Me - Social Acting Experience Using Rooms | Live on Heroku | Solo project | Websockets - NPM - Node

- Created the UI and back end structure (full stack) for a social interactive multiplayer experience
- Improved understanding of Node.js and Websockets while incorporating MVC methodologies

Ocean's Grasp - Deep Sea Thriller Computer Game | In Development | Team of 12 | Made In Unity

- Led a team of 12 to create and develop a thriller survival game
- Designed all core systems, enemies, and abilities
- Recruited all team members, held weekly sprint meetings, assigned delegated all work
- Created a singleplayer deep sea thriller experience with audio, art assets, animation and unique mechanics

Online Pong - Hosted Web Based Game | Live on Heroku | Solo Project | Websockets - NPM - Node

- Implemented an Online Pong game that uses hosting to let users play pong together online
- Strengthened skills in Lerp, Node.js and Websockets

Slimepocalypse - Holdout Survival Game | Live on Google Play Store | Team of 5 | Mobile Game

- Implemented core systems using Unity with C#
- Pitched idea, worked with lead designer to ensure vision was executed
- Created single player mobile game with audio, art assets, and fun core loop, posted live to Google Play store.