

# Aidan Link

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## Education

### Boise State University (August 2022 - August 2026)

- Bachelor of Science in Games, Interactive Media, & Mobile Technology(GIMM)
- The curriculum focuses on designing, developing and using innovative technology solutions to create digital experiences in the fields of game development, virtual reality, and mobile applications.

## Projects

### Dice (Spring 2024)

- Created an interactive comic book about randomness in the universe with a group of three
- Using Blender I made over 16 panels of comic book art and created an intro cinematic

### Dungeon (Fall 2024)

- Created a mobile augmented reality card game dungeon crawler with a team of three.
- Coded AR features using the Vuforia Engine and created mobile controls using Unity.

### Beat Box (Spring 2023)

- Solo developed a 2D platformer game in the Unity engine
- Coded in C#, created and animated custom 2D pixel art, and managed a project timeline of three months.

## Experience

### Student Senator - Boise State University (2024 - Current)

- Elected by the student constituents to represent the College of Innovation and Design and provide leadership, guidance, and decision making on student policy issues.

### Park Ranger Assistant - Snohomish County Public Works (Summer 2024)

- Supervised and managed two staff members in the operation of one of the largest public access parks in the county