AIDAN BROWNSTEIN

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PROFILE

With programming skills that have developed for over a decade, I found a passion for game development that keeps on growing. I first got a start in 2015, using a copy of Game Maker 8.1 to develop simple games, and since then, has expanded my knowledge to learn multiple programming languages and game engines.

SKILLS

Communication
Leadership
Content Creation
Problem-Solving
Collaboration
Time and Project
Management

EDUCATION

George Mason
University
2021 - 2025
BA in Computer
Game Design

Chantilly High
School
2021
Advanced
Diploma

EXPERIENCE

Livestream Technician – Hashtag Gaming Arena
September 2023 – Current
- Ran live streams for collegiate level esports leagues in Valorant and League of Legends alongside local Super Smash Bros Ultimate tournaments.
- Utilized technical knowledge to create stream assets using the Adobe suite and automation scripting using Python.
- Brought production value to stream, attracting increased viewership and ad revenue.

Computer Science Tutor – Self Employed
March 2020 – September 2023
- Tutored computer science to kids throughout Virginia, including students with developmental disorders.
- Developed and planned unique teaching strategies for each student, utilizing the student's interests and capabilities to create captivating learning experiences.
- Expanded student knowledge on concepts such as coding, robotics, computer networking, and game design, with students showing proficiency in the topics.

Media Captain – Chantilly Robotics
October 2018 – June 2021
- Led creative direction and content production for campaigns and events, developed professional content across multiple platforms, and produced high quality visuals.
- Managed a team for optimized content creation, including video production, photography, and graphic design.
- Increased sponsor communication and community outreach, improving social media viewership.