

AIDAN NELSON

EXTENDED REALITY DEVELOPER

CONTACT

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PROFICIENCIES

C++
C#
Python
Java
Unity
Photon
Unreal
3D Math
GitHub
API
Visual Scripting
Solidworks
3D Printing
Basic Sketching
Digital Design
Powerpoint
Soldering
Eagle
Version Control
Basic Networking
Microsoft Office

PERSONAL SKILLS

Strong Work Ethic
Organized
Time management
Team player
Fast learner
Motivated

PROJECT EXPERIENCE

SIMULATION DEVELOPER

Shuttle Atlanta Landing Sim | February 2024 - March 2024

Determined issues with the current implementation of the MOOG in the simulator

Modified existing blueprints to add aspects.

Networked any changes and brought them through to show the new aspects.

SIMULATION DEVELOPER

Animal Trainer | January 2024 - February 2024

Designed the method by which a grabbable object would interact with the rest of the simulation.

Modulated these objects to do what they were designed for.

Coded these objects into the experience.

Tested and debugged any issues that arose.

SOLID MODELER & DESIGNER

Ceco Ladder | January 2024 - February 2024

Sketched the parts that would need to be modified and design new plans.

Solid modeled the new parts in SolidWorks.

Printed these parts with a 3D printer.

Examined integrity and efficacy of parts with other parts.

DESIGNER & PROGRAMMER

Vector Math | November 2023 - December 2023

Debugged issues that arose from porting the original code from virtual reality to augmented reality.

Designed new assists for the teacher to teach vector math.

Programmed these new assists into Unity with Photon.

Applied and debugged these new additions to the code.

EDUCATION

BACHELORS IN SIMULATION & VISUALIZATION

Full Sail University | 2022 - 2024

ASSOCIATE OF SCIENCE

Lonestar College | 2020-2022

WORK HISTORY

SALES REP

Autozone | August 2021 - December 2021