Aiden Xie

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Summary

- Junior who's passionate about software engineering, cybersecurity and virtual reality development.

Education

- *University at Buffalo, Buffalo, New York*
  - *Class of 2022, GPA 3.66*
    - *Computer Science BS*

Experience

Lead Unity Virtual Reality Developer   *(Apr. 2020 - present)*
TraumaCode Inc.

- 2020 Panasci Finalist
- Design and implement Core/UI/Streaming functionalities for client-side VR application

Undergraduate Teaching Assistant   *(Aug. 2019 -*
Dec. 2019)
University at Buffalo CSE Department

- Teaching assistant for CSE199 How the Internet Works.

UBNL FALCON Flight Software Research   *(Apr. 2019 - May. 2020)*
University at Buffalo Nanosatellite Laboratory

- Design and program flight control system for hardware directly involved in handling satellite motions and housekeeping tasks for FALCON (Formation Attitude Laser Communication Orbital Navigator)

Programmer / Technician   *(Sept. 2017 - June. 2018)*
GNS FRC Robotics Team 2638, Great Neck South High School

- Designed and implemented autonomous/teleoperated systems for robots.
  - 2018 FRC Robotics Smoky Mountains Regional
  - 2018 FRC Robotics SBPLI Regional
  - 2018 FRC Robotics Detroit World Championship

Skills

Technology: C#; Unity; Scala; Java; Python; JavaScript; C; Kali Linux; Metasploit; Burp Suite; Problem solving; Virtual Reality;

Foreign Languages: Mandarin; Cantonese;