

# 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. 2019 - 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.
  - o 2018 FRC Robotics Smoky Mountains Regional
  - o 2018 FRC Robotics SBPLI Regional
  - o 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;