

Aidan Cullen

289-885-2605 | aidancullen200@gmail.com | Oakville, ON, Canada | [linkedin.com/in/aidan-cu](https://www.linkedin.com/in/aidan-cu) | [Taperofpaper.github.io](https://taperofpaper.github.io)

COMPUTER SCIENCE STUDENT

Undergraduate studying Computer Science at the University of Toronto with several completed games and team projects. Currently building a 2D shooter video game engine using HTML and JavaScript in collaboration with 2 other students.

TECHNICAL SKILLS

Languages: Python, Java, Lua, JavaScript, HTML
Developer Tools: PyCharm, Roblox Studio, Eclipse, Git
Libraries/Frameworks: PyTest, Swing, Twilio

AWARDS

2022 — University of Waterloo, Hack the North – Winner of "Most Creative Use of Twilio"

EXPERIENCE

Coding Counsellor

Code Ninjas

07/2021 – 08/2021

Burlington, ON, Canada

- Collaboration: taught and encouraged positive work relationships among 5 camps of 16 students to engage them in the camp's curriculum
- Programming: in a team of 3, taught what conditionals, loops, and functions are and how to use them to create video games
- Troubleshooting assistance: taught students debugging code within their games without external help

Video Game Environment Builder

Wynncraft (Minecraft server with 1500+ concurrent players)

01/2017 – 06/2017

- Completed 15+ projects, including dungeon entrances, boats, towers, enemy camps, and interior furnishings
- Team coordination: communicated and scheduled within a team of 30 programmers, builders, and admins

EDUCATION

University of Toronto

Honours Bachelor of Computer Science

Mississauga, ON, Canada

09/2022 – 05/2027

GPA: 4.0/4.0 | **Clubs:** Global Kitchen: Marketing Head | Computer Science Community: Event Team

PROJECTS

Plant Growth Monitor (Hackathon Project) | Twilio API, Python, PyCharm, Git

36 hours - 09/2022

- Worked in a team of 4 to produce, test, and pitch a full working prototype using Git
- Worked on backend to implement SMS updates to the user's phone for scheduled alerts on light level and humidity using Twilio
- Learned how to interpret signals sent from Arduino sensors to serial ports to solve spacial limitations of wired connections

Bagel Bakery Simulator (1600+ lines of code) | Roblox Studio, Lua

05/2020 – 08/2022

- Sole programmer and designer for bakery entrepreneur simulator using Lua and Roblox Studio
- Implemented a multiplayer-compatible system to automatically save and load players' progress and inventory
- Programmed a central clock to solve asynchronous enemy spawning and resource regeneration

Tile Combination Game (600+ lines of code) | Java, Swing, Eclipse

07/2018 – 08/2018

- Programmer and designer of a take on the popular mobile game 2048 using Swing
- Used 2D arrays to simplify tile location representation and combination physics