

Aidan Cullen

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GOALS

Medium-term

Read 24 new medium-length non-fiction books

Jan. 1 – Dec. 31 2023

Long-term

Graduate university having been employed by at least 3 different technology companies

Sept. 2022 – May 2026

EDUCATION

University of Toronto

Honours Bachelor of Science (Computer Science)

Mississauga, ON, Canada

Sept. 2022 – May 2026

EXPERIENCE

Coding Counselor

Code Ninjas

July – Aug. 2021

Burlington, ON, Canada

- Contributed to building strong teams to teach students the fundamentals of game development using Lua in Roblox Studio
- Taught beginners how to use conditionals, loops, and functions to construct their own games
- Mentored students in debugging and troubleshooting unexpected problems in their code during project creation

Video Game Environment Builder

Wynncraft (Minecraft server with 2000 concurrent players)

Jan. – June 2017

- Successfully coordinated with a team of programmers, builders, and admins to meet goals and resolve conflicts
- Contributed to the creation of the in-game lobby, statues, dungeon entrances, landscapes, towns, boats, towers, and interior furnishings
- Collaborated with team members on projects assigned by server owners and head builders with clear timelines and goals

PROJECTS

Plant Growth Monitor | Twilio API, Python, PyCharm, Git, Arduino

Sept. 2022

- University of Waterloo, Hack the North 2022 – Winner of "Most Creative Use of Twilio"
- Implemented a system using Twilio's text messaging API to send periodic SMS updates on light level and humidity to the user
- Worked on backend using GitHub to interpret signals sent from Arduino sensors to serial ports wirelessly

Bagel Bakery Simulator | Roblox Studio, Lua

May 2020 – Aug. 2022

- Implemented a multiplayer-compatible system for automatic progress saving and loading
- Programmed an in-game clock to serve as the foundation for continuous updating of GUI animations, enemy spawning, and resource regeneration
- Independently managed a Twitter account to independently promote and showcase updates on product during its final stages of development

Tile Combination Game (2048) | Java, Swing, Eclipse

July – Aug. 2018

- Independently developed a version of the popular mobile game 2048 using GUIs in Swing
- Utilized a 2D representation of the game board to update tile locations and combine tiles upon collision

Game Engine | Java, Eclipse

Nov. 2019 – Jan. 2020

- Successfully created a 2D game engine from scratch using Java and Eclipse, following a tutorial independently
- Implemented a customizable sprite sheet that allows for variable colour palettes for in-game icons

TECHNICAL SKILLS

Languages: Python, Java, Lua

Developer Tools: PyCharm, Roblox Studio, Eclipse, Git

Libraries/Frameworks: Swing, Twilio