Aiden Sato

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Availability: January – August 2024

EDUCATION

Northeastern University | Khoury College of Computer Sciences — September 2021 – Present
Candidate for B.S. in Computer Science — Expected graduation date: May 2025

- GPA: 3.9/4.0, Dean's List, Honors
- Relevant Coursework: Networks & Distributed Systems, Network Security, Computer Systems, Object-Oriented Design, Algorithms & Data, Law & Ethics of Data and Digital Technology

Oxford Academy — August 2017 – May 2021
High School Diploma

- GPA: 4.0/4.0
- 12 AP Classes, including scores of 5 in Computer Science Principles and Computer Science A; National AP Scholar

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, Groovy, C#, GDScript, Bash, Racket
Technologies: Linux, Git, React, React Native, Svelte, Node.js, Unity, Godot, Firebase, Cloudflare, Vercel
Additional Skills: Video Editing in DaVinci Resolve Studio and Premiere Pro, Photo Editing in GIMP and Photoshop

PROJECTS *(all project links can be found on my personal website, listed above)*

Personal Website | Portfolio containing detailed descriptions of my projects — August 2022 – Present

- Designed and programmed from scratch using the Svelte web framework
- Engineered custom scroll in such a way to feel more natural than other custom scroll implementations

Jank Jumper Unlimited | Endless platforming game with evolving playfield — September – October 2021

- Designed and programmed the game in Unity alongside one other team member
- Entire game developed in two weeks for the Jam-O-Lantern 2021 game jam
- Composed the game's music and drew the game's sprites

Tower Heist, Creed | In-progress video game adaptations of a friend's board games — April 2021 – Present

- Implemented a fully functional prototype of Tower Heist, a turn-based capture-the-flag game with social deduction elements, in Unity, including bluff mechanics and basic networking
- Implemented a fully functional prototype of Creed, an asymmetric card game where every player has a different win condition, in Godot, alongside two other programmers

ViriDOS | Point-and-click adventure game taking place at my high school — September 2020 – March 2021

- Programmed single page application web game using React for frontend and Firebase for backend
- Game includes 360° panoramas of classrooms, over a dozen puzzles, video cutscenes of the school campus and staff members, and cloud sync, and was played by 100 students at a school of 1200
- Wrote and directed the project alongside one other team member
- First major programming project, learned a lot from the process

EXPERIENCE

SQA Engineer Intern | AVID Technology — January 2023 – August 2023

- Programmed Selenium test automation for the video editing functionality of MediaCentral CloudUX, software for TV broadcasting
- Designed and wrote utility scripts in Python to ease debugging and development

Videographer & Video Editor | Khoury College of Computer Sciences — September 2021 – December 2022

- Responsible for filming and editing videos used to promote the school
- Example of video produced: https://youtu.be/AunudlZ3JoU

Boy Scouts | Troop 660, Golden West District — March 2013 – May 2021

- Achieved Eagle Scout rank on August 31, 2020
- Activities included backpacking at Philmont Scout Ranch and canoeing at Northern Tier

INTERESTS

- Continuously passionate about programming and video editing/production
- Seasonally dabbles in various hobbies, including mechanical keyboards, specialty coffee, in-ear monitors, cooking, and music production
- Likes experimental electronic, modern jazz, and J-pop music, as well as anime and manga