

# Aiden Sato

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Availability: January – August 2023

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## 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, 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
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## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, C#, GDScript, Bash, Java, Racket, Python

**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

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**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
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## EXPERIENCE

**Videographer & Video Editor** | Khoury College of Computer Sciences

September 2021 – Present

- Hired to film and edit videos used to promote the school
- Example of video produced: <https://youtu.be/AunudIZ3JoU>

**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

**Instructor & Video Editor** | Science of Disney

May – July 2020, February – May 2021

- Worked with a team of nine to develop and teach an (unlicensed) week-long course teaching science concepts to elementary school students through connections with popular movies
  - Taught both in-person and online, including hands-on experiments
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## INTERESTS

- Continuously passionate about programming and video editing/production
- Seasonally dabbles in various hobbies, including mechanical keyboards, AI image generation, specialty coffee, in-ear monitors, and cooking
- Likes experimental electronic and modern jazz music, as well as animated films and TV series