AIDAN WOLFSON (he/him/his)

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Summary: Creative and motivated computer engineering graduate with a passion for development seeking to utilize experience in both computer software and creative media.

Education

Computer Engineering, B.A.Sc. - Queen's University   *Graduation: May 2023*

- Computer Engineering has developed my technical abilities to create organized and understandable code in a variety of languages, apply my understanding of both hardware and software to solve differing and unique problems, and communicate effectively with teams on projects of varying scales
- Relevant courses include Computer Graphics, Software Development, Computer Networking, Object Oriented Programming, Information Structures, Operating Systems, Digital Systems Engineering, Database Management, Neural Computing, Compilers, and Artificial Intelligence
- Other courses: Creative Writing, Screenplay Writing, Computer Architecture, and Engineering Economics

Technical Experience

- Languages: have developed a strong working understanding of C++, C#, OpenGL, C, Python, Java, SQL, Assembly Language, VHDL, and Matlab
- Applications: developed, through personal and educational means, working understandings of Unity, Unreal Engine, Blender, Premiere Pro, Photoshop, Ableton Live, and MS Office
- **C++:**
    - Comfortable with object oriented principles and programming basic gameplay mechanics for both 2D and 3D game projects using both OpenGL and Unreal Engine
- **C#:**
    - Utilized the Unity Engine to program and implement player movement scripts, basic dialogue systems for non-player characters, object interactions in a 3D space using raycasting, and basic hit detection from a player onto an object
- **OpenGL:**
    - Currently learning to write shaders and program graphics using the OpenGL Shading Language and C++, implement raytracing, texturing, and various other advanced computer graphics techniques

Relevant Projects

- **Computer Engineering Capstone Project:** collaborated with group members to develop an ovarian cancer risk assessment web application implemented with machine learning using Python, Flask for web development, and the scikit-learn Python library
- **Team Game Development Project:** in a software development course, worked with a team to design and develop a rudimentary tower defense game using C++ and Unreal Engine with an emphasis on the design and team management side of development as well as the Jira project tracking software and advanced C++ programming methodology
- **C++ Gameplay & OpenGL Shader Programming:** utilized OpenGL and C++ programming to implement basic gameplay for a Centipede-inspired arcade game, and writing basic shaders to apply Phong illumination and textures to a 3D model
- **Personal Game Development Projects:** currently working on projects to help learn the fundamentals of gameplay and graphics programming, game design, animation, and asset creation using the Unity engine and C# language

Work & Volunteer Experience

Video Assistant Manager   *May 2022-April 2023*

StudioQ, Queen's University

- Planning, editing, filming, and producing video content for clients in and around the Queen's campus
- Employing leadership and project management skills to manage and organize a team of 9 video staff members for client-based projects to produce and deliver high-quality, professional content within client's timeframe
- Meeting with prospective clients to provide pricing quotes, project contracts, and discuss iterative edits throughout production timeline
- Managing staff timetables, planning team socials for 40+ staff members, organizing weekly and monthly meetings

Video Staff/Supervisor   *May 2020-April 2022*

StudioQ, Queen's University

- Editing and filming video content for clients in and around the Queen's campus using Adobe Premiere Pro
- Taking initiative to organize a small team of staff to meet video deadlines for client-based projects
- Utilizing audio production experience to assess and rework troublesome audio present in client video projects when needed

Self-Employed Artist & Music Producer   *2013-Present*

- Self-taught valuable audio production skills such as sound design, mixing and mastering, vocal production, songwriting, digital distribution, and promotion over 8 years
- Invited to appear on Dave Kelly Live: In The Neighbourhood to showcase one of multiple music videos I produced myself
- Released a total of 8 songs on major streaming services with 4,000+ streams across all platforms

Skills & Interests

- **Music Production & Songwriting:** Writing, producing, mixing, and mastering my own music for distribution on streaming platforms, as well as playing piano and trombone
- **Hobby Game Development:** Designing my own game ideas and learning to implement them using a variety of industry-standard programs and toolsets
- **Creative Writing:** Learning story structure, character development, screenplay formatting, and tabletop roleplaying game world-building and campaign creation/design

References available upon request