

# Aiden Bull

<https://github.com/aidenbull>, <https://github.com/aidenbull-iris>, <https://www.linkedin.com/in/aiden-bull/>

Cell:(778) 677-2998, Email: [aidenbull@hotmail.com](mailto:aidenbull@hotmail.com)

- Interested in developing my skills with regards to designing and creating scalable, maintainable systems following an agile set of values
  - Have read the Pragmatic Programmer, Refactoring, and am currently reading Unit Testing: Principles, Practices, and Patterns, and Working Effectively with Legacy Code
  - I enjoy working in a group environment. I'm looking for opportunities to learn
- 

## Education:

**Bachelor of Science – Honours in Computer Science**

Sept 2016 – Dec 2021

University of Victoria

## Work Experience:

**Software Developer**

Sept 2022 – July 2023

Iris Dynamics Ltd. (Victoria, BC)

- Developed apps to assist with production and use of Iris Dynamics' Orca series linear motors using C++
- Developed a variety of library tools for internal and customer use, including XML and JSON parsers and editors, and a windows HTTP client

**Junior Game Programmer (Co-op)**

Sept – Dec 2020

Codename Entertainment (Victoria, BC)

- Developed on Idle Champions of the Forgotten Realms using Unity and C#
- Mostly worked on UI elements, but also identified and fixed bug list tickets. Also worked on server side scripts in PHP

## Technical Project Experience:

**Bitcoin User Graph Analysis** – Honours Project ([Github repo](#))

- Used transaction data to build a graph that approximates users according to a heuristic, then computed basic graph statistics on that graph
- Programmed using C++. Hosted a Bitcoin peer-to-peer node, and used JSON RPCs to obtain transaction data from the node

**Soob's Farm (Game Jam)** – Ludum Dare 49 ([Github repo](#))

- Built a survival game where the player tends to the needs of aggressive plants
- Programmed using Unity and C#

## Skills:

- Experienced with programming in C++
- Have experience programming with C#, Python, PHP, Java, and C
- Experienced with Git
- Experience implementing some design patterns
- Knowledge of unit testing, and writing easily testable software
- Familiar with common networking protocols
- Experienced with Windows and Linux/Unix environments