Aidan Sibley

Strategic Thinker. Project Lead. Software Architect.

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EXECUTIVE SUMMARY

Visionary leader with a proven record of delivering enterprise-level innovation and scalable solutions. Combining military discipline, technical expertise, and entrepreneurial spirit, I excel at driving digital transformation, optimizing workflows, and leading high-performance high-impact teams. From spearheading organizational transformation at Canadian Army Headquarters to developing AI-powered solutions for NATO, I bring clarity, structure, and purpose to complex challenges. With a focus on leadership, adaptability, and results, I align strategic vision with precise execution.

PROFESSIONAL EXPERIENCE

Software Developer & Product Manager

Canadian Army Headquarters | June 2023 – Present

- Conceived, built, and delivered an enterprise-grade system from the ground up, increasing departmental efficiency by 200% and serving over 60 users—transforming processes that were once slow and disjointed.
- Managed every phase of the project—discovery, development, deployment—while leading two developers daily, setting technical standards, and establishing SOPs that ensured long-term maintainability.
- Streamlined operations by rethinking workflows and bridging gaps between stakeholders, combining the roles of developer, project manager, and leader to deliver impactful, measurable results.
- Treated the initiative like a startup, forging new relationships, driving innovation, and aligning technical execution with the broader vision of organizational transformation.

Infantry Reservist

Canadian Armed Forces | April 2021 – Present

- Honed leadership, resilience, and strategic thinking through rigorous training, including earning top candidate recognition during Infantry DP1 (Infantry Qualification Course).
- Contributing to the execution of the Hazardous Environment Training course for Global Affairs Canada personnel, enhancing the preparedness of diplomats for high-risk missions.
- Developed operational foresight and team management skills, transferable to leadership in fast-paced, high-pressure technical environments.

Developer: Wargame Engine Prototype

NATO TIDE Hackathon | 2024

- Designed and developed Mutable Destruction, a modular wargame engine integrating AI to interpret inputs, simulate opposition behavior, and generate narrative outputs.
- Led a high-impact demonstration of adaptable wargame mechanics, showcasing use cases in training, experimentation, and decision-making for senior military leaders.
- Delivered a fully functional prototype within 72 hours, showcasing expertise in modular design, rapid prototyping, and strategic decision-making.

CORE COMPETENCIES

- Leadership: Driving enterprise-wide transformation through strategic vision and precise execution.
- Efficiency Optimization: Crafting streamlined workflows that boost productivity and foster collaboration.
- Scalable Architecture: Designing robust, maintainable solutions that align with organizational objectives.
- Strategic Insight: Bridging technical expertise with business acumen to deliver impactful results.

EDUCATION

Queen's University at Kingston | B.CmpH Specialization in Computer Science

- Achieving academic excellence with Dean's Honor List, focusing on foundational theory, data science and ML.
- Completed a Data Analytics Certificate for broader expertise in advanced analytics and pursuing B1-level French proficiency to expand interdisciplinary skills.