

# Aidan Webster

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## EXPERIENCE

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### Iowa State University

Ames, IA

#### Graduate Research Assistant

May 2022 – Present

- Spearheaded AI and LLM research for VR training applications, creating an innovative solution integrating APIs like ElevenLabs, ChatGPT, and Whisper
- Engineered a VR training program tailored for firefighters, enhancing operational efficiency and safety protocols
- Authored software packages enhancing research and development across interdisciplinary projects
- Advocated for the adoption of emerging technologies, identifying key opportunities for advancement in digital assistance and AI learning
- Collaborated with government agencies to promote public sector innovation
- Presented research efforts at international tech conference
- Expanded on previous research in the digital assistant and AI learning fields by leveraging cutting edge technology packages and solutions

### Iowa State University

Ames, IA

#### Virtual Reality Software Engineer

Sep 2021 – Present

- Created a multiplayer VR training simulation that helped secure a \$250,000 DOT contract
- Designed and implemented a networking solution for advanced VR training simulations
- Oversaw and trained 2 undergraduate software engineers on a year and a half long project
- Assessed needs and technical requirements from customers and translated those requirements into actionable items
- Overhauled old code bases for use in new Unity projects
- Optimized audio recording code for constant recording and performance
- Developed multiple VR simulations for Phd student use in dissertations and publications
- Transformed customer requirements into effective VR training simulations, contributing to academic and governmental partnerships

## EDUCATION

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### Iowa State University

Ames, IA

#### Master of Science, Human Computer Interaction & ABE

June 2024

- NIOSH Fellowship Grant Recipient
- Cumulative GPA: 3.78/4.0
- University of Iowa Heartland Center Trainee

### Iowa State University

Ames, IA

#### Bachelor of Science in Computer Science

May 2022

- Cumulative GPA: 3.45/4.0
- Gaming and Esports Varsity Competitor

## ADDITIONAL

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**Technical Skills:** Advanced in C#, Unity Game Engine, Virtual Reality, Python, C++, Rust, scikit-learn, machine learning, ML-Agents

**Soft Skills:** Teamwork, Communication, Time Management, Collaboration, Leadership, Adaptability

**Publications:** Co-author on several academic research publications

- e.g. <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC10716861/>