

Aidan Webster

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EXPERIENCE

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

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

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/>