

**Ayden
Townnsley
wants
to work
for you.**

Contact

aydentownsley@gmail.com • +1 918 289 9457 • <https://www.linkedin.com/in/aydentownsley/>

Ayden Townsley

Hello!

Junior Backend Engineer

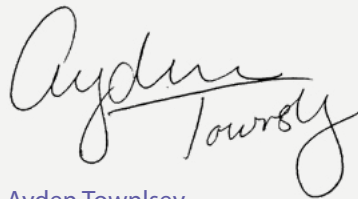
As a software engineering student with a specialty in augmented and virtual reality, I was excited to see an opportunity at Rec Room, I believe I am a pocket knife to the teams I am a part of, being able to collaborate, develop, and effectively communicate the code created. I have consistently focused on sharpening my skills in clean and efficient coding, code testing, and game design, which I hope will be a great fit for this opportunity. I also think my very bright and sunny personality is a great culture fit.

Some of my notable accomplishments include:

- Co-creating [Rage Chess](#), an online multiplayer VR chess variation game for Oculus.
- Launched [augmented reality filters](#) on Instagram with thousands reached.
- Co-authoring a [paper](#) in the field of Computer Science

I have experience working with [C#](#) and [Python](#) and in my personal time I am interested in web apps and VR so I am learning Ruby (on rails) and developing [VR games](#) in Unity. I believe I am a great candidate for your role. My resume provides additional information on my efforts to create fun and engaging content for users. Thank you for reviewing the contents of my application and for your consideration.

Sincerely,

A handwritten signature in black ink that reads "Ayden Townsley". The signature is stylized with a large, flowing "A" and a cursive "Townsley".

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Experience

Student, Full Stack and AR/VR Program | 2021 - Present

Holberton School • Tulsa, OK

Technologies: C#, Python, HTML, CSS, Git, Unity, Oculus, Various VR SDKs, Spark AR

Strengthened knowledge and application programming languages. Built technical and creative skills by coding for portable devices and full immersion experiences. Problem-solved complex coding problems. Followed strict quality assurance procedures to ensure product success.

- Co-created Rage Chess, a fully immersive multiplayer VR game
- Completed advanced curriculum problems in each semester
- Created AR filters launched on Instagram
- Worked with [WebXR](#) to create more accessible XR experiences

Freelance Videographer | 2019-2021

Roberson & Townsley • Tulsa, OK

Scripted brand stories. Shot footage on location, at live events and on sets. Developed a detailed project plan, hired video talent, sourced high-tech equipment, and met strict production deadlines. Met with key decision-makers to map out project scope.

- Crew for advertising spots on NYT Best Seller Relationship goals
- Cameraman for one of the largest Church Conferences in Oklahoma
- Captured Oklahoma Chapter Boy Scouts events honoring lifelong members

Videographer, Photographer, and Drone Pilot | 2018-2019

Chinowth & Cohen Realtors • Tulsa, OK

Piloted high end drone for aerial shots. Shot and edited footage in various settings and conditions to aid in the sale of multi-million dollar homes. Strategically planned video shoots and photography to properly showcase the homes and their amenities.

- Shot [home tour](#) for the most expensive home for sale in Tulsa (3226 E 62nd St) at \$5.5 million.
- Produced videos for many multi-million dollar real estate agents to aid in sale of home, which generated tens of thousands of views
- Obtained Part 107 pilot's license for proper drone piloting and safety protocols.

Student and Research Assistant, Computer Science | 2016-2018

University of Tulsa • Tulsa, OK

Technologies: Javascript, Python, C, Assembly, Linux Systems

Acquired and applied knowledge of history and theory of computer science. Lots of practical experience learning the math behind most efficient algorithm cases. Coursework in several low and high level languages.

- Co-authored peer-reviewed paper, titled "[Examining Collaboration among Student Teams relying on Web Applications to Coordinate Software Development](#)"
 - Contributed code and data to this multi-semester project
 - Competed in Parallel Processing competition using Raspberry Pi computers.
-

Social



aydentownsley.github.io



github.com/aydentownsley



twitter.com/whoziwhatzit

Education

2021 - 2022

Certificate in Full Stack

Software Engineering with
Specialty in Augmented and
Virtual Reality
Development

Holberton School • Tulsa, OK

Specialized Skills

C# / .NET

Unity

Python

Git / GitHub

HTML

CSS

VR/AR

Oculus SDK

Highlighted Projects

[Rage Chess](#)

Online Multiplayer VR Chess game.

Built for Oculus with a team of fellow students.

Tools: Unity, C#, Photon Pun 2

[AirBnB Clone](#)

In this iteration of the project we are working on the console for the application. Adding new routes for elements of each listing.

Tools: Python, HTML

[Unix Shell](#)

A simple version of the bash shell.

This project was more about thinking ahead and creating a strong program flow before starting to code.

Tools: C