

Ayden Townsley

Contact

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Experience

Student, Full Stack | November 2020 - April 2022
Holberton School • Tulsa, OK
Technologies: C#, Python, HTML, CSS, Git, Unity, REST APIs, Javascript, VR SDKs, Docker

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 through testing procedures to ensure product success.

- Co-created Rage Chess, a fully immersive multiplayer VR game
- Completed advanced curriculum problems in each semester
- Collaborated to create MVC model website with REST API
- 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.
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Social



aydentownsley.github.io



github.com/aydentownsley



twitter.com/whoziwhatzit

Education

2021 - 2022
Certificate in Full Stack
Software Engineering
specializing in XR Game
Development

Holberton School • Tulsa, OK

Skills

[C# / .NET](#)

[Python](#)

Unity

Oculus SDK

Git / GitHub

HTML

CSS

Ruby [on Rails] (Basics)

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, CSS

[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