

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

Contact

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

# Ayden Townsley

• Prospective Company

## Full Stack Software Engineer, Specialty in XR Development

As a software engineering student with a specialty in augmented and virtual reality, I am excited to showcase my abilities in XR development! Throughout my studies, 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.

Some of my notable scholastic accomplishments include:

- Co-creating Rage Chess, an online multiplayer VR chess variation game for Oculus.
- Launched three augmented reality filters on Instagram.
- Co-authoring a paper in the field of Computer Science

With experience working with several programming languages (C, C#, Python, HTML, and CSS) as well as Unity, and VR tools, I believe I am a great candidate for VR and backend jobs. My resume provides additional information on my efforts to achieve organization satisfaction and ensure peoples' success. 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 written in a cursive, flowing style.

Ayden Townsley

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[aydentownsley.github.io](https://aydentownsley.github.io)



[github.com/aydentownsley](https://github.com/aydentownsley)



[twitter.com/whoziwhatzit](https://twitter.com/whoziwhatzit)

## Experience

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

Holberton School • Tulsa, OK

*Technologies: C, C#, Python, 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
- Creator of AR filters launched on Instagram
- Completed advanced curriculum problems in each semester
- Worked with WebXR to create more accessible XR experiences

### Freelance Videographer | 2019-2021

Roberson & Townsley • Tulsa, OK

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

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

### 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 of 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 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

## Education

2021 - 2022

Certificate in Full Stack  
Software Engineering with  
Specialty in Augmented and  
Virtual Reality  
Development

Holberton School • Tulsa, OK

## Specialized Skills

C# / C

.NET

Unity

Python

Git / GitHub

HTML

CSS

## Highlighted Projects

### [Rage Chess](#)

Online Multiplayer VR Chess game.

Built for Oculus with a team of  
fellow students.

*Tools:* Unity, C#, Photon Pun 2

### [AR Business Card](#)

Target tracked card that spawns  
3D models with clickable links to  
relevant sites

*Tools:* Unity, Vuforia, C#

### [WebXR](#)

A VR eating contest game made for  
VR web browsers. Using WebXR, its  
easier to get people to test a product  
since we dont have to require a  
download.

*Tools:* Unity, WebXR Exporter