Aidan **Wilson**

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Work Experience

Sledgehammer Games   *Toronto, ON, Canada*

UI Engineer (C++, Lua)   *Aug. 2022 - Present*

- Worked on Call of Duty franchise UI features designed to be maintained and used between games.
- Focused on development and live support of the social features of Modern Warefare II (2022). Features such as invite-to-party, online status, friend requests, messages.
- Led the development of the "Looking for party" feature, planned the interfacing with system/engine side, coordinated the tech designers with my widget architecture.

Behaviour Interactive   *Montreal, QC, Canada*

UI Programmer (C++, Unreal Engine, Node.js)   *May 2021 - Aug. 2022*

- Worked on Dead by Daylight, an online multiplayer game with 5 million monthly active users. Responsible for development of features on the core game (UI & Systems). Contributed to the highly successful Resident Evil, Hellraiser, and Ringu DLC chapters.
- Created the Season Pass menus in C++ with UMG (Unreal Motion Graphics). Implemented using Model-View-Presenter pattern, with specific focus on performance and maintainability to support the evolving nature of an online game.
- Led the UI development for the Halloween 2021 special event, worked closely with the Game Design and Art team to deliver an event which was the most successful to date. Dead by Daylight reached record peak concurrent players during this event.
- Developed portable and reusable UMG C++ widgets (button, selector, loading spinner) to be used across the game client.
- Served as the designated mentor for Co-op students, developing their programming skills and teaching them about the game architecture.
- Coordinated merges, redos, and conflicts across all teams as the perforce stream owner for our regular Fall release.

UI Programmer Co-op (C++, Unreal Engine, ActionScript)   *Sept. 2020 - Dec. 2020*

- Reduced lag spikes by 80% for console players (PS4, Xbox1, Switch) by making extensive performance improvements to player inventory menus using concepts of async loading and object pooling/recycling.

Escrypt Bosch   *Waterloo, ON, Canada*

Security Developer Co-op (C, Python)   *May 2020 - Aug. 2020*

- Worked with an experienced team of researchers developing a custom hardware security module (HSM) for General Motors.
- Developed low level code in C for microcontrollers, rigorously following MISRA C guidelines for security, portability, and reliability.

DOZR   *Waterloo, ON, Canada*

Software Engineer Co-op (Node.js, React)   *Sept. 2019 - Dec. 2019*

- Worked in a fast-paced startup building a platform with React and Node.js to digitalize the $60 billion construction equipment rental industry.
- Developed an invoicing module in Node.js which automated the creation and maintenance of all invoice data.
- Optimized inefficient mongoose queries by utilizing standard MongoDB principles, increasing the speed of many requests on the rental management system by up to 2X. Discovered and closed a security flaw that involved logging sensitive data.

Veeva   *Toronto, ON, Canada*

Software Engineer Co-op (Node.js, React)   *Jan. 2019 - Apr. 2019*

- Responsible for deployments and infrastructure on AWS for Web2PDF, learning about EC2, S3, Load Balancers, and IAM.
- Implemented first stages of a new logged-in experience web app for Web2PDF using RESTful API fundamentals with React frontend and Node.js/express backend. Designed the SQL schema for the data model, which was reviewed by senior engineers.
- Developed new features and improvements to the core PDF creation engine such as custom page height and mobile viewport support.

Automation Engineer Co-op (Java)   *May 2018 - Aug. 2018*

- Implemented new automation testing suites in Java for UI testing (Selenium) and performance testing.

Education

University of Waterloo   *Waterloo, ON, Canada*

Bachelor of Computer Science, Honours, Co-op   *Sept. 2016 - May 2021*

- 3.2/4.0 GPA, Minor in History
- Relevant Coursework: Data Structures, Algorithms, OS, Concurrency, Security and Privacy, OOP, Databases, Networks, Machine Learning, Graph Theory, Logic, User Interfaces

Skills

- Languages: C++, C, JavaScript, TypeScript, ActionScript3, Python, Java

- Frameworks/Tools: Unreal Engine, UMG UI, Node.js, GDB, Git, Perforce, Scaleform, AWS (S3, EC2), React, SQL, MongoDB, LaTeX, Selenium