

Aidan Wilson

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EDUCATION

UNIVERSITY OF WATERLOO

BACHELOR OF COMPUTER SCIENCE, HONORS, CO-OP. MINOR IN HISTORY.

Graduation April 2021 | Waterloo, ON, Canada

Coursework: Data Structures • Algorithms • OS • Concurrency • Security and Privacy • OOP • Databases • Networks • Machine Learning • Graph Theory • Logic • User Interfaces

EXPERIENCE

BEHAVIOUR INTERACTIVE | GAME DEVELOPER (C++)

Sept 2020 – Dec 2020 | Montreal, QC, Canada

- Worked on the popular online game Dead by Daylight on the Systems and UI team. Dead by Daylight is a 1 VS 4 assymetric horror game with 3 million weekly active users, it is consistently in the top 15 most played games on Steam.
- Led the development of the Halloween 2021 special event UI, worked closely with Gameplay and Art team to deliver an event which was the most successful to date. Store revenues and weekly active players went up 12 percent and 25 percent respectively during the two week event.
- Created the mission-critical Archives menu in UMG (Unreal Motion Graphics), all players interact with the Archives for their player progression. Implemented using Model-View-Presenter pattern, with specific focus on performance and maintainability due to the evolving nature of an online game.
- Worked on development of 5 DLC packs, including Resident Evil, Hellraiser, BirdLady, Ringu

BEHAVIOUR INTERACTIVE | GAME DEVELOPER INTERN (C++, ACTIONSCRIPT)

Sept 2020 – Dec 2020 | Montreal, QC, Canada

- Worked on the popular online game Dead by Daylight, top 20 most played game on Steam
- Developed new menus in C++ with Unreal Motion Graphics UI framework, implemented a new feature in the game settings for users to scale their menus and HUD
- Reduced lag spikes by 80% for console players by making extensive performance improvements to loadout menus used by millions players. Investigated best practices of the UI framework, and performed reworks on problem areas
- Provided bug fixes prior to releases, working on all areas of the game such as UI, Gameplay, Engine, Sound

ESCRYPT BOSCH | EMBEDDED SECURITY INTERN (C, PYTHON)

May 2020 – Aug 2020 | Waterloo, ON, Canada

- Worked with an experienced team 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
- Produced architecture designs and documentation to ensure code met the formal specifications

DOZR | SOFTWARE ENGINEER INTERN (NODE.JS, REACT, MONGODB)

Sept 2019 – Dec 2019 | Kitchener, ON, Canada

- Dozr is a construction equipment rental software startup, like Airbnb but for construction equipment
- Developed an invoicing module in Node.js which automated the creation and maintenance of all invoice data
- Advanced involvement in data modeling decisions around the implementation and modification of features such as add-to-cart, equipment prices, contracts, invoices, and orders
- Optimized inefficient mongoose queries by utilizing standard MongoDB principles, increasing speed of many requests on the rental management system by up to 2X

VEEVA | FULL STACK ENGINEER INTERN (NODE.JS, REACT, AWS)

Jan 2019 – April 2019 | Toronto, ON, Canada

- Responsible for deployments and infrastructure of Web2PDF on AWS
- Implemented first stages of a new logged-in experience web app for Web2PDF with React frontend and node.js/express backend. Designed the schema and architecture for the data model.
- Developed new features and improvements to the core PDF creation engine such as custom page height and mobile viewport support

VEEVA | AUTOMATION ENGINEER INTERN (JAVA)

April 2018 – Aug 2018 | Toronto, ON, Canada

- Managed, created and maintained all test cases and testing suites for the Web2PDF product

- Increased automation coverage by over 50% for Web2PDF
- Implemented new automation testing suites in Java for UI (Selenium) and performance testing

SKILLS

LANGUAGES: C++, C, JavaScript, ActionScript3, Python Java

TECHNOLOGY: Unreal, UMG UI, Node.js, GDB, Git, Perforce, Scaleform, AWS, React, SQL, MongoDB, ~~La~~TeX, Selenium