

Aidan Murphy

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EDUCATION

Champlain College

Burlington, VT | Expected Graduation May 2022

BACHELOR OF SCIENCE IN GAME PROGRAMMING

Cumulative GPA: 3.324

Dean's List: 2019 Spring, 2020 Spring-Fall

Coursework: Data Structures and Algorithms; Computer Architecture; Graphics and Animation Programming; Game Architecture; Game Networking; Matrices, Vectors and 3D Math; Advance Real Time Rendering; AI Programming

SKILLS

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|------------|-------------------------------|-----------------------|
| • C++ | • HLSL | • Scrum |
| • C | • UE4/UE5 | • Windows Development |
| • C # | • Unity | • Dynamic Programming |
| • Python | • Google Cloud Services | • Network Programming |
| • Assembly | • Git, SVN | • Ray Tracing |
| • OpenGL | • Object Oriented Programming | • LaTeX |
| • GLSL | • Agile Production | • Leadership |

PROJECTS

ESCAPE FROM THE BODY SNATCHERS

FEBRUARY 2021-MAY 2021

- Used Unreal Engine Source to build both a server build, hosted through google cloud services, and client builds that ran on windows
- Focused on networking, UI and game play programming. Worked on game systems focused on connecting players to the server, keeping track of batteries and win states for both the player and the monster
- Nominated for best Game Design in the Ubisoft Game lab Competition
- Worked With Industry Professionals to get feedback and learn good industry practices to improve workflow and code practices
- Worked with a multidisciplinary team creating pipelines, good practices for working in engine and git workflow

SYMBIOTIC

AUGUST 2021-CURRENT

- Used Unreal Engine to create a custom movement system using inspiration from quake 3 source code and similar old school fps movement projects, to create a fast pace momentum based movement system
- Worked to create a post processing cell-shader to enhance our graphics and make it stand out with a unique art style
- Created git workflow, coding standards and organizational file structures in UE4. With this, every member of our team can get into engine and do what they need to do with minimal problems, including our sound contractors who have a separate sub-module they can do there work in
- Worked as a lead programmer to on-board new members, create communication pipelines between other disciplines and worked with the product owner to help bring the games vision to life. While also helping run and manage backlogs, meetings and documentation

MANEKI ADVENTURES

JUNE 2020- AUGUST 2020

- Part of an internship program, I worked with students from Champlain and other schools to create a meaningful, interactive game using Unity3D
- Worked on creating a expandable potion crafting system with a mini inventory system
- Meet with different industry professionals to learn about the culture, day to day life and work advice