AIDAN FOX

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https://github.com/maybe-aidan

EDUCATION

California State University, Northridge – Northridge, California

Bachelor of Science in Computer Science   **August 2021 - June 2026**
- Minor: Mathematics
- GPA: 3.65

Relevant Coursework: Data Structures, OOP, Operating Systems, Software Engineering, Computer Architecture

EXPERIENCE

Santa Clarita In-Home Tutoring – Santa Clarita, California   **May 2024 - Present**
Tutor
- Taught programming fundamentals (Python, Scratch, Java concepts) to middle- and high-school students, adapting explanations to different learning styles
- Debugged student code in real time, identifying logic errors and improving readability and structure
- Communicated technical concepts clearly to non-technical audiences, strengthening collaboration and documentation skills

Technix Academy – Saugus, California   **October 2023 - September 2024**
Instructor
- Instructed students in engineering and programming fundamentals, including real-time interaction and problem-solving
- Guided students through projects, assisting with design, programming, and debugging
- Set up and maintained local linux servers for storing and accessing student projects and lesson plans.
- Collaborated with staff to adapt lesson plans and technical scope based on student progress

Chick-fil-A – Valencia, California   **July 2021 - July 2023**
Advanced Team Member
- Delivered high-volume, customer-focused service in a fast-paced environment, maintaining accuracy, professionalism, and a positive guest experience
- Coordinated with team members and leadership to manage order flow, resolve customer issues, and keep front-of-house operations running smoothly
- Took on advanced responsibilities including training newer staff, handling complex orders, and adapting quickly to peak rush periods

PROJECTS

Project Labyrinth – Senior Capstone Project
- Led a multidisciplinary team developing a 2D roguelike in Unity, coordinating sprints and managing technical scope
- Implemented enemy AI behaviors and combat logic using C# within Unity's component-based architecture
- Built editor tooling to automatically generate A* navigation graphs, improving iteration speed and level design workflows

Realtime Ray Tracer (Path Tracing) – Personal Project
- Designed and implemented a real-time path tracer based on Ray Tracing in One Weekend, supporting physically based lighting and reflections
- Imported and rendered complex 3D models, implementing GPU-side acceleration structures to improve real-time performance
- Built runtime scene-editing and debugging tools using ImGui to rapidly adjust materials, lighting, and camera parameters
- Profiled and optimized rendering performance, iterating on data structures and GPU workloads to maintain interactive frame rates

TECHNICAL SKILLS

Languages and Technologies: C/C++, Python, C#, Javascript
Frameworks and Engines: OpenGL, SDL, Unity, Godot