

Aidan Fox

[LinkedIn Profile](#) | [GitHub](#) | [Portfolio](#)

OBJECTIVE

Passionate Computer Science student with a passion for computer graphics. Experienced programmer in a variety of languages, frameworks, and APIs.

EDUCATION

California State University, Northridge — *Bachelor's Degree in Computer Science (in Progress)*

AUGUST 2021 - MAY 2026 (Target)

- GPA: 3.6+
- Relevant coursework: Computer Graphics, Algorithms, Software Engineering

EXPERIENCE

Santa Clarita In-Home Tutoring, Santa Clarita, CA — *Tutor*

MAY 2024 - PRESENT

- Provided personalized instruction in programming concepts and mathematics to students of various skill levels.
- Focused on developing problem-solving skills and logical thinking through coding projects.
- Effectively communicated Student progress with management and parents. Provided constructive feedback.
- Adapted teaching style to accommodate student needs and learning styles.

Technix Academy, Saugus, CA — *Instructor*

OCTOBER 2023 - SEPTEMBER 2024

- Taught STEM concepts to students, emphasizing creativity and technical problem-solving.
- Created and maintained technical documentation for the company
- Set up a local network using a Raspberry Pi and Linux.

PROJECTS

Game Jam Projects

- **The Blue Frontier:** Developed gameplay features for a 48-hour game jam using Unity and C#.
- **Fangs Out!:** Collaborated with a team to design and implement interactive elements, focusing on outdoor environment mechanics.

Raymarching Renderer — *Personal Project*

- Designed a 3D renderer using raymarching techniques with C++ and OpenGL.
- Developed shaders and refactored them for web visualization on Shadertoy.

OBJ Model Viewer — *Personal Project*

- Built a parser and renderer for OBJ files using OpenGL and C++, visualizing complex 3D models.
- Implemented geometry processing and efficient data handling for real-time rendering.

Camshade — *Website*

- Created a website for creating and testing post-processing shaders on live webcam feed and uploaded photos.
- Showed proficiency in HTML, Javascript and GLSL.

22002 Nancy Place
Santa Clarita, CA 91350

(661) 803-4282

afmaelstrom@gmail.com

SKILLS

Technical Proficiencies:

Algorithms, Data Structures,
Debugging

Programming Languages: C#,
C/C++, Java, Python, Lua

Tools and Frameworks: Unity,
Blender, Godot, OpenGL, Git,
Visual Studio

Soft Skills:

Team
Collaboration,
Problem-Solving, Adaptability,
Communication

AWARDS

State of California Assembly Scholastic Achievement

Award granted for
maintaining a GPA above 3.5
throughout high school.

LANGUAGES

Intermediate in German