

# AIDAN FOX

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<https://github.com/maybe-aidan>

## EDUCATION

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**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

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**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

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**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**

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**Languages and Technologies:** C/C++, Python, C#, Javascript

**Frameworks and Engines:** OpenGL, SDL, Unity, Godot