

Aiden Xie

Three plus years of experience in software development. A detail-oriented analyst and patient troubleshooter who can leverage background in Computer Science and Cybersecurity to solve problems, risks, and threats. Enthusiastic with security practices to keep businesses and technology safe.

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EXPERIENCES

Teaching Assistant – CSE 365 Intro to Cybersecurity

University at Buffalo, Buffalo, NY

AUG. 2021 – DEC. 2021

- Taught students on Cybersecurity fundamentals and practices.
- Covered Secure Design, Risk Management, Networking, Cryptography, Linux, Bash Scripting, SIEM, Vulnerabilities assessment, and Penetration testing.
- Technologies involved Docker, Palo Alto, pfSense, VMware Workstation, vSphere, VirtualBox, Wireshark, Nmap.

Lead Unity Virtual Reality Developer

TraumaCode Inc., Amherst, NY

APR. 2020 – DEC. 2020

- TraumaCode is an immersive Virtual Reality Simulation Platform for Healthcare Training & Certification.
- Worked closely with the team to design, test, and deliver quality code.
- Clearly and regularly communicating with management on status and technical details.
- Responsible for implementing Virtual Reality functionalities on Oculus Quest platform. Constantly interacting with Oculus SDK, Unity Scripting API, C#.NET.
- 2020 Panasci Finalist.

Teaching Assistant – CSE 199 How the Internet Works

University at Buffalo, Buffalo, NY

AUG. 2019 – DEC. 2019

- Introduced IT fundamentals and internet infrastructure to students
- Assisted professors with lectures and provide grading feedbacks to 100+ students

UBNL Nanosatellite Research

University at Buffalo Nanosatellite Laboratory, Buffalo, NY

APR. 2019 – MAY. 2020

- Flight software team member for FALCON (Formation Attitude Laser Communication Orbital Navigator)

STRENGTHS

Troubleshooting; Problem Solving; Teamwork; Pressure Handling; Professional Responsibility;

TECHNICAL SKILLS

Cybersecurity:

Sguil; Kibana; Wireshark; Nmap; Burp Suite; pfSense; Palo Alto; Snort;

IT Management:

Microsoft Azure; Linux Administration; Windows Active Directory;

Programming:

Bash; C; C#; Dart; Java; Python; JavaScript; Scala; SQL;

API/SDK:

Flutter; Unity Scripting API; Oculus SDK;

CERTIFICATIONS

Cyber Attack

Countermeasures:

NYU Tandon School of Engineering

<https://www.coursera.org/account/accomplishments/verify/LU23HZGVQRPM>

Robotics Technician

GNS FRC Robotics Team, Great Neck South High School, Great Neck, NY

SEPT. 2017 – JUN. 2018

- Designed and implemented autonomous/teleoperated system for competition robots
 - 2018 FRC Robotics Smoky Mountains Regional
 - 2018 FRC Robotics SBPLI Regional
 - 2018 FRC Robotics Detroit World Championship

Office Assistant

Allurez, Great Neck, NY

JAN. 2017 – JUN. 2017

- Performed clerical tasks
- Organized and verified statements, receipts and sales data
- Delivered packages

EDUCATION

University at Buffalo — Bachelor of Computer Science

Buffalo, NY

SEPT. 2018 – DEC. 2021

- GPA 3.6/4.0

Cybersecurity Bootcamp

UC Davis, Davis, CA

MAR. 2022 – PRESENT (Expected graduation in SEPT. 2022)

- Working with industry standard cybersecurity technologies
- Hands-on projects involving risk management, penetration testing, and system administration
- Interact with teammates and communicate with non-security professionals to understand security in different perspectives

PROJECTS

TraumaCode — Immersive Virtual Reality Medical Training

Lead Unity Virtual Reality Developer

APR. 2020 – DEC. 2020

<https://traumaco.de/>

- TraumaCode is an immersive Virtual Reality simulation platform for healthcare training & certification. We are a team of surgeons and software engineers building the future of high-fidelity medical simulation experiences. Through immersive video captures and interactive design integrated with Oculus Virtual Reality platform, we are redefining the next generation of medical training.
- 2020 Panasci Technology Entrepreneurship Competition finalist.

Usable Security:

University of Maryland

<https://www.coursera.org/account/accomplishments/verify/CXqJ8GR2V8F8>

LANGUAGES

Mandarin (native);

Cantonese (native);

Japanese (Intermediate);

Sea-Seeking Stars — A Fan Game

Lead Developer

MAY. 2021 - PRESENT

<https://www.ngc3370.com/SSS/home.html>

- A fanmade visual novel featuring characters from action role-playing game Genshin Impact. I'm the lead contributor in coding, testing, and delivering during the development of the game. With the help of a group of amazing artists, writers, and translators gathered by my teammate, we have brought this game alive. It is now available in English, Chinese, and Vietnamese. We have published one major content update, and we still have more upcoming chapter DLCs.

FiloMovie — Search Engine For Your Favorite Movies

Backend Developer / DevOps

AUG. 2021 - DEC. 2021

<https://filomovie.herokuapp.com>

- Search engine for your favorite movies. Integrating all streaming platforms into one site. Say goodbye to guessing and searching, say hello to knowing and streaming.