Aidyn Short

Burlington, VT | aidyn.short@mymail.champlain.edu (603)-923-5167 | https://www.linkedin.com/in/aidynshort/

EDUCATION

Champlain College, Burlington, Vermont

Pursuing a Bachelor of Science in Game Programming GPA 3.28 Class of May 2025

Skills

Programming: C++, C#, Python, Java, Microsoft Visual Studio, CLion Game Development: OpenGL, Unreal Engine, Unity, Git, Agile, Scrum, Jira, Confluence

Experience

December 2022 - November 2023

Gameplay Programmer, Apple Cider Studios, Nottingham, New Hampshire

- Contributed to the development of an unreleased hunting game developed in Unreal Engine 5, focused on creating an immersive crossbow hunting experience.
- Implemented huntable animals and accurate crossbows in Unreal Engine.

May 2023 - August 2023

Instructor, ID Tech, Northwood, New Hampshire

- Developed and delivered lesson plans on programming languages and game development tools via Zoom.
- Taught C++, C#, Unity, and Unreal Engine to students aged 7-18.

August 2022 - May 2023

Resident Assistant, Champlain College, Burlington, Vermont

- Assist students in dormitory life, fostering a supportive and inclusive community.
- Organize and facilitate events to enhance student engagement and well-being.

Projects

Networking & Lead Programmer, Shutterbuds

Champlain College, Burlington, Vermont

August 2024- May 2025

- Created and changed existing systems to be networked and expandable without further work.
- Organized and facilitated discipline specific meetings and advocated for my peers during lead meetings.

Programmer, Loyal Blade

Champlain College, Burlington, Vermont

January 2024 - May 2024

• Developing a 3D Parkour prototype in Unreal Engine, implementing seamless movement mechanics, challenging enemy AI, and a variety of game feel and narrative systems.

Programmer, Catnip Kingpins

Personal Project, Northwood, New Hampshire May 2023 - August 2023

• Designed and developed a 3D Roguelite prototype in Unreal Engine, incorporating special movement options, enemy AI, and a level transition system with dynamic quests using Unreal Engine's blueprint system.