

# Aidan Strong

aidanmstrong.com  
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## EDUCATION

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**University of California, Los Angeles (UCLA)**  
Los Angeles, CA

**MFA, Design Media Arts** 2024 - 2027

**BS, Mathematics** 2019 - 2023

Dean's Honors List 2019-2023  
Phillips Memorial Scholarship Fund 2022  
Stein Scholarships in Engineering 2020  
Harris W. Seed II Honors Fund 2019

## SKILLS

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### Programs

Unity 2D & 3D, Unreal Engine 4 & 5, Figma, Blender, Jira, Adobe Creative Suite

### Languages

C++, Unreal Blueprints, C#, PHP, JavaScript, Python, GoLang, Java

## EXPERIENCE

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### Teaching Assistant: Game Design

**UCLA Design Media Arts** September 2024 - Present

### Technical Support & Events Planner

**UCLA Game Lab** August 2023 - Present

Created the 3D visualizations within the UCLA Game Lab PC Box Archive website and developed tools to make grading Unity projects easier for faculty. Coordinate lab events and visiting lecturers.

### Game Programming Assistant

**UCLA Game Lab Summer Institute** June - August (2023, 2024)

TA-ed for over 780+ students in the Game Programming class, which took them through the basics of Unity 2D.

### Chair Research Assistant

**UCLA Design Media Arts** August 2023 - June 2024

Assisted with the programming and design of faculty Eddo Stern's Unity game, "Vietnam Romance".

### Software Engineer Intern

**Akupara Games** June 2022 - August 2022

Collaborated remotely on "Hooked on You: A Dead by Daylight Dating Simulator", a #1 Steam bestseller on launch. Worked directly with QA to implement UI/UX fixes and a special save-deleting ending.

### Software Engineer Intern

**NASA Jet Propulsion Lab** June 2021 - August 2021

Utilized Unreal Engine 4 to create realistic 3D scenes from detailed physics simulation data. Documented and architected API for future expansion.

### Software Infrastructure Intern

**Tesla Motors** January 2020 - August 2020

Co-designed and implemented the prototype of an internal multi-factor authentication management portal. Iterated design to incorporate feedback from my mentors and coworkers

## EXHIBITIONS

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- 2024                      *COACTION: Collaborations in Art, Science, Design, Games, and Technology*,  
New Wright Gallery, Los Angeles, CA
- 2023                      *UCLA Undergraduate Research & Creativity Showcase*, Online
- Winter Arcade*, The Untitled Café at the Broad Art Center, Los Angeles, CA

## RESIDENCIES

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- 2022 – Present                      UCLA Game Lab Resident, Los Angeles, CA

## LECTURES

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- 2023                      *Don't Try to Make a Successful Game*, UCLA Engineering 96A - Introduction to  
Engineering Design: Game Development in Unity, Los Angeles, CA

## SELECTED PRESS

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- 2023                      *"You Are Atlas, You Hold up the Sky"*, Y-Combinator's Hacker News
- Leydi Cris Cobo Cordon, *"Influenced by his education journey, Aidan Strong redefines what video games can be"*, Daily Bruin, June 11, 2023