

# Aidan Strong

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## EXPERIENCE

### UCLA Game Lab, Resident – Los Angeles, CA

February 2023 - Present

- Attend and give talks about game development
- Participate in Game Lab playtests, giving and receiving feedback from other Residents

### Ludum Dare 51, Scribble Rush - [aidanmstrong.com/scribblerush](http://aidanmstrong.com/scribblerush)

October 2020 – January 2021

- Lead a team of 3 to successfully develop a fast-paced drawing game for 72-hour Ludum Dare 51 competition
- Allocated jobs based off team members specific skillsets

### Akupara Games, Software Engineer Intern - Los Angeles, CA (Remote)

June 2022 - August 2022

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

### Ludum Dare 47, Loop - [store.steampowered.com/app/1460290/Loop/](http://store.steampowered.com/app/1460290/Loop/)

October 2020 - January 2021

- Created a game designed to maximize play time through reward-based psychology
- Awarded 1st in Theme and 3rd In Humor (out of 3000+ submissions) for Ludum Dare 47
- Sold over 14,000 copies on Steam, with an 82% positive rating

### NASA Jet Propulsion Lab, Software Engineer Intern - Pasadena, CA (Remote)

June 2021 – August 2021

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

### Tesla, Software Engineer Intern - Fremont, CA

January 2020 - August 2020

- Co-designed and implemented prototype of an internal MFA Management portal
- Iterated design to incorporate feedback from my mentors and coworkers

## EDUCATION

### University of California, Los Angeles - Anticipated June 2023

*Pure Mathematics, Specialization in Computation*

- QWER Hacks – Best Machine Learning Project | 2023
- Dean's Honors List | 2019-2023
- Goleta Rotary Club Fund | 2020-2021
- Phillips Memorial Scholarship Fund | 2022
- Stein Scholarships in Engineering | 2020
- Harris W. Seed II Honors Fund | 2019

## SKILLS

**Tools:** Unity 2D & 3D , Jira , Figma, Adobe Creative Suite, Unreal Engine 4 & 5

**Languages:** C++, Blueprints, C#, JavaScript, Python, GoLang, Java, LaTeX

**Frameworks:** React, Redux, Splunk, Prometheus, Git, Subversion, Express, Unix