

Aidan Martin

Gameplay Programmer

Tolland Connecticut
aidanmartin987@gmail.com
267-450-3051

Objective

To develop well structured, reliable, and modular code to enhance gameplay and bring game projects to life.

Work Experience

Oct 2024 – Oct 2025

VR Development Intern

10900 University Blvd. Suite 147, Manassas, VA 20110
Great Victory Legends, Inc.

Worked on virtual reality development projects using the Unity game engine.

Portfolio

www.aidanmartinportfolio.com

Education

Aug 2022 – May 2026

George Mason University

BFA Computer Game Design
Minor Computer Science
4400 University Dr, Fairfax, VA 22030

Organizations & Extracurriculars

May 2023 - Present

Alpha Lambda Delta Honor Society

Skills

- Proficient in C#, Unity, and GitHub
 - Moderately proficient in C++, Unreal Engine, and Java
 - Able to effectively solve problems, work as a team, and create organized code
-

Awards

Game Programming Achievement Spring 2026

Academic Excellence Spring 2026

Dean's List Fall 2022 Semester
Spring 2023 Semester
Fall 2023 Semester
Spring 2024 Semester
Fall 2024 Semester
Spring 2025 Semester
Fall 2025 Semester
Spring 2026 Semester