

Aidan Martin

Software Developer
(Gameplay/Simulation Programming)

Tolland Connecticut
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Professional Experience

Great Victory Legends, Inc.

Oct 2024 – Oct 2025

VR Development Intern
10900 University Blvd. Suite 147, Manassas, VA 20110

Developed interactive virtual reality simulations inside the Unity game engine with a focus on variable educational experiences.

While at Great Victory Legends, I...

- Worked independently to rapidly prototype projects
 - Met with clients to discuss improvements to work
 - Solved complex problems using new tools and libraries
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Education

George Mason University

Aug 2022 – May 2026

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

Skills

- **Programming Languages:** C#, C++, Java
 - **Game Engines:** Unity, Unreal Engine 5
 - **Tools:** GitHub, Visual Studio
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Academic Awards

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|--------------------------------|-------------------------|
| • Game Programming Achievement | Spring 2026 |
| • Academic Excellence | Spring 2026 |
| • Dean's List | Fall 2022 - Spring 2026 |
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Key Projects

Death is in the Details

A murder-mystery puzzle game where you play as both a detective and a painter who must work together to explore the town, find clues, interrogate suspects, and use the power of paint to uncover hidden secrets. This project was developed as my year-long senior capstone project where I worked as the sole programmer alongside a team of five other students.

Skills Learned:

- Quickly picking up new skills and programming languages in a short timeframe
- Writing documentation that can be understood by any team member of any skillset
- Designing and futureproofing easily maintainable system architecture

Patriot Circuit

A fast-paced, George Mason themed kart racer where you compete against three other players on chaotic tracks. This project was developed as a semester-long class project with twenty-seven other students. I served as the programming lead on this project, directing five of those students while creating weekly schedules, assisting members within and outside of the team, and performing quality assurance on top of completing my own weekly tasks.

Skills Learned:

- Leadership, conflict resolution, and decisive decision making
- Effective communication with people within and outside of my discipline
- Time management to ensure both my team and I produce quality work each week

Portfolio

www.aidanmartinportfolio.com

References

Lap-Fai (Craig) Yu

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Haikun (Quincy) Huang

CTO & Co-Founder of Great Victory Legends, Inc.

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