

Aidan Martin

Software Developer
(Gameplay/Simulation Programming)

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

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.

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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Portfolio

www.aidanmartinportfolio.com