Aidan Martin

Game Programmer

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

Objective

To work as a programmer in the video game industry, and utilize my skills to add value to a well-regarded company

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

Expected May 2026

Bachelors of Arts, Computer Game Design
Minor, Computer Science

Aug 2022 - Present

George Mason University
4400 University Dr, Fairfax, VA 22030

Sep 2019 - Jun 2022

Central Bucks High School South
1100 Folly Rd, Warrington, PA 18976

Organizations & Extracurriculars

May 2023 - Present   **Alpha Lambda Delta Honor Society**

Skills

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

Awards

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