

Aidan Strong

aidanmstrong.com
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EDUCATION

University of California, Los Angeles (UCLA)
Los Angeles, CA

MFA, Design Media Arts 2024 - 2027

BS, Mathematics 2019 - 2023

Dean's Honors List 2019-2023
Phillips Memorial Scholarship Fund 2022
Stein Scholarships in Engineering 2020
Harris W. Seed II Honors Fund 2019

SKILLS

Programs

Unity 2D & 3D, Unreal Engine 4 & 5, Figma, Blender, Vercel, Adobe Creative Suite

Languages

C++, Unreal Blueprints, C#, PHP, JavaScript, Python, GoLang, Java

EXPERIENCE

Teaching Assistant: Game Design, Motion

UCLA Design Media Arts *September 2024 - Present*

Technical Support & Events Planner

UCLA Game Lab *August 2023 - Present*

Created 3D visualizations for the UCLA Game Lab PC Box Archive and developed tools to quickly grade Unity projects. Coordinate lab events and visiting lecturers.

Game Programming Assistant

UCLA Game Lab Summer Institute *June - August (2023, 2024)*

TA-ed the Game Programming class for 780+ students, which taught the basics of Unity 2D.

Chair Research Assistant

UCLA Design Media Arts *August 2023 - June 2024*

Assisted with the programming and design of faculty Eddo Stern's Unity game, "Vietnam Romance".

Software Engineer Intern

Akupara Games *June 2022 - August 2022*

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

Software Engineer Intern

NASA Jet Propulsion Lab *June 2021 - August 2021*

Utilized Unreal Engine 4 to create realistic 3D scenes from detailed physics simulation data. Documented and architected API for future expansion.

Software Infrastructure Intern

Tesla Motors *January 2020 - August 2020*

Co-designed and implemented the prototype of an internal multi-factor authentication management portal. Iterated design to incorporate feedback from my mentors and coworkers

EXHIBITIONS

- 2024 *COACTION: Collaborations in Art, Science, Design, Games, and Technology*,
New Wright Gallery, Los Angeles, CA
- 2023 *UCLA Undergraduate Research & Creativity Showcase*, Online
- Winter Arcade*, The Untitled Café at the Broad Art Center, Los Angeles, CA

RESIDENCIES

- 2022 – Present UCLA Game Lab Resident, Los Angeles, CA

LECTURES

- 2023 *Don't Try to Make a Successful Game*, UCLA Engineering 96A - Introduction to
Engineering Design: Game Development in Unity, Los Angeles, CA

SELECTED PRESS

- 2023 “*You Are Atlas, You Hold up the Sky*”, Y-Combinator’s Hacker News, July 30, 2023
- Leydi Cris Cobo Cordon, “*Influenced by his education journey, Aidan Strong redefines
what video games can be*”, Daily Bruin, June 11, 2023