Aidan Strong

aidanmstrong.com
aidanmstrong@gmail.com

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, Jira, Adobe Creative Suite

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

EXPERIENCE

Teaching Assistant: Game Design
UCLA Design Media Arts   *September 2024 – Present*

Technical Support & Events Planner
UCLA Game Lab   *August 2023 – Present*
Created the 3D visualizations within the UCLA Game Lab PC Box Archive website and developed tools to make grading Unity projects easier for faculty. Coordinate lab events and visiting lecturers.

Game Programming Assistant
UCLA Game Lab Summer Institute   *June – August (2023, 2024)*
TA-ed for over 780+ students in the Game Programming class, which took them through 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

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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

     Leydi Cris Cobo Cordon, *"Influenced by his education journey, Aidan Strong redefines what video games can be"*, Daily Bruin, June 11, 2023