

Aidan Gurley

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Focused, hardworking college student working toward a BFA in Computer Game Design at George Mason University. Eager to put game design knowledge into action as a positive contributor to your company's team.

EDUCATION George Mason University Fairfax, Virginia
Bachelor of Fine Arts - Computer Game Design Expected Graduation 2026

Northern Virginia Community College Sterling, Virginia
Associate of General Studies May 2023

RELEVANT COURSEWORK Basic Game Design 3D Game Art I + II
Applied Coding for Game Designers Digital Game Design
2D Design for Games Music for Film and Video
History of Computer Game Design Game Scripting Implementation I

SKILLS Innate enjoyment of game design challenges
Strong analytical and diagnostic skills
Strong communicator, verbal and written
Proficient in User Interface & User Experience Design
Skill of 3D Modelling, Texturing, UV Mapping
Experienced in Game Programming in C# & C++
Unity Game Engine proficiency
Experienced in Reverse Engineering using IDA Pro

PROFESSIONAL EXPERIENCE Senzucoco LLC
User Experience Designer 2018-2019
Responsible for designing robust user interfaces and creating a responsive user experience for video-game menus. Designed the in-game item shop and start-screen UI/UX for a first person shooter in Unreal Engine 4.
EdenFPS (YouTube Channel)
Self Employed Video-game Content Creator and Video Editor 2012-Present
Responsibilities include editing video-game related content (montages and commentary videos.)

ACTIVITIES & HONORS Game Private Server Development & Reverse Engineering, 2022 - 2024:
Free Realms, Huxley: The Dystopia, Star Wars: Clone Wars Adventures
Game Playtesting, 2020 - 2024: Ubisoft, Electronic Arts, BHVR, Antidote, Bungie, Activision
Dean's List, Summer 2022, NOVA Community College
Dean's List, Fall 2021, NOVA Community College