

Aidan Kamp

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<https://people.rit.edu/ack4532/235/portfolio/>

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development

Expected 5/2025

GPA: 3.54

Related Courses: Data Structures and Algorithms II (C++), Rich Media Web App Dev I (HTML/CSS/JS), Interactive Media Development (Unity/C#), Level Design, Mobile App Dev (Swift), Virtual Worlds (Unreal)

SKILLS

Computer Languages: C#, C++, Java, Swift, MATLAB, JavaScript, HTML, CSS, XML

Tools: Visual Studio, Unreal Engine, XCode, Unity, Photoshop CC, Maya, Paint Tool SAI, Node.js, Git, Trello

EXPERIENCE

Refer to Portfolio

National Park Finder (Academic Project)

12/2023

- Created an iOS app prototype that loads and displays a list of national parks with map functionality
- Utilized SwiftUI and MapKit API to create a user-friendly interface with map info and directions

Lilypad Audio Visualizer (Academic Project)

3/2023

- Designed an audio visualizer web app using Javascript and the Canvas and WebAudio APIs
- Utilized ES6 classes to create a phyllotaxis flower visual that reflects inputted audio data
- Implemented UI elements to alter the sound and visual data using WebAudio filter nodes

You: Towerless Defense (Personal Project)

12/2022

- Designed and developed an endless survival web game using Javascript and the PixiJS library
- Improved player engagement with robust art, unique enemy types, player upgrades, a gradual wave difficulty progression, sound effects, and a satisfying UI

Enlightenment (Academic Project)

5/2022

- Developed a high-fidelity prototype for a medieval-themed board game in a team of 5
- Created and balanced a variety of cards with synergetic effects and designed the board layout
- Designed finalized art and logos for game paraphernalia
- Worked with teammates to organize meetings, playtests, and assigned tasks

Recoil (Academic Project)

5/2021

- Developed an action-platforming game in MonoGame (C#) in a team of 4
- Implemented player physics, collision system, and weapon physics
- Designed all assets and implemented basic player animations
- Utilized Trello to keep track of tasks and ensure a steady workflow

Changeling VR - Rochester, NY

1/2024–5/2024

Co-op - Lead Level Designer, Developer

- Led a design and development team for a puzzle-platforming level in a VR narrative mystery game developed in Unreal Engine 4
- Learned to create and utilize custom shaders, level sequencers, materials, static meshes, and Unreal blueprints to produce a cohesive level aesthetic and enjoyable player experience
- Worked in an agile development cycle with daily standups and biweekly playtests to foster an environment of communication and productivity