

# Aidan York

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## EDUCATION

<b>University of Georgia</b> , School of Computing	Athens, GA
<i>Bachelor of Science, Computer Science</i>	May 2025
<i>Certificate, New Media Certificate</i>	GPA: 3.58/4.00
<i>Software Chair, Institute of Electrical and Electronics Engineers</i>	August 2023 – May 2024

## TECHNICAL SKILLS

**Programming Languages:** Java, JavaScript, Python, Swift, TypeScript, C, C++, HTML, CSS

**Frameworks & Libraries:** React, Next.js, Tailwind, SwiftUI, THREE.js, Vue

**Development Tools & Technologies:** Git, Node.js, Unix Terminal, Machine Learning (Gaussian Splatting, NeRF), Azure DevOps, Mobile Development Tools (Android Studio, Xcode)

## WORK EXPERIENCE

<b>Horizon Cloud</b>	May 2024 – July 2024
<i>Software Development Intern</i>	Remote (Company based in Naples, FL)
<ul style="list-style-type: none"><li>Enhanced 3D scanning experience for Placez, an event planning software using THREE.js.</li><li>Increased scan quality with machine learning techniques such as Gaussian splatting and NeRF; trained on an Ubuntu virtual machine.</li><li>Automated 3D generation, reducing manual steps and speeding up processing with Python.</li></ul>	
<b>Apex Service Partners</b>	May 2023 – August 2023
<i>Information Technology Intern</i>	Tampa, FL – Extensive U.S. Travel
<ul style="list-style-type: none"><li>Migrated web domains to a new tenant for 5+ MEP companies, ensuring minimal downtime.</li><li>Automated key migration tasks using PowerShell and batch scripts.</li><li>Implemented changes on-site at multiple U.S. locations, gaining hands-on experience under skilled IT professionals.</li></ul>	

## PROJECTS

<b>Cinema E-Booking Site</b> ( <i>JavaScript, React, Vite, Django</i> )	August 2024 – December 2024
<i>Team Lead &amp; Frontend Developer</i>	Athens, GA
<ul style="list-style-type: none"><li>Led a 4-person team to create an e-booking platform using Agile/Scrum methodologies, ensuring weekly progress by delegating tasks and collaborating with teammates.</li><li>Developed the UI for the user checkout experience by leveraging React components and libraries such as <b>DaisyUI</b> to create a more intuitive interface.</li></ul>	
<b>Recipe Sharing Webapp</b> ( <i>TypeScript, React, Next.js, MongoDB</i> )	October 2024 – December 2024
<i>Team Lead &amp; Developer</i>	Athens, GA
<ul style="list-style-type: none"><li>Led development of a digital recipe-sharing platform, handling version control with Git.</li><li>Implemented <b>TypeScript</b> and leveraged <b>MongoDB</b> for structured recipe storage.</li><li>Integrated authentication and responsive design, ensuring an intuitive UX by leveraging libraries such as <b>Shaden</b>.</li></ul>	
<b>Apple Vision Pro Game</b>	January 2024 – May 2024
<i>Developer</i>	Athens, GA
<ul style="list-style-type: none"><li>Developed and published a rhythm game on Apple's visionOS platform, releasing it on the Apple Vision Pro app store.</li><li>Enhanced gameplay immersion by integrating hand tracking technology and musical elements, utilizing Swift, MusicKit, RealityKit, and SwiftUI.</li><li>Leveraged Apple Vision Pro's unique capabilities to create an engaging user experience.</li></ul>	