

Aidan York

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EDUCATION

University of Georgia , 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</i> , Institute of Electrical and Electronics Engineers	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

Horizon Cloud	May 2024 – July 2024
<i>Software Development Intern</i>	Remote (Company based in Naples, FL)
<ul style="list-style-type: none">Enhanced 3D scanning experience for Placez, an event planning software using THREE.js.Increased scan quality with machine learning techniques such as Gaussian splatting and NeRF; trained on an Ubuntu virtual machine.Automated 3D generation, reducing manual steps and speeding up processing with Python.	

Apex Service Partners	May 2023 – August 2023
<i>Information Technology Intern</i>	Tampa, FL – Extensive U.S. Travel
<ul style="list-style-type: none">Migrated web domains to a new tenant for 5+ MEP companies, ensuring minimal downtime.Automated key migration tasks using PowerShell and batch scripts.Implemented changes on-site at multiple U.S. locations, gaining hands-on experience under skilled IT professionals.	

PROJECTS

Cinema E-Booking Site (<i>JavaScript, React, Vite, Django</i>)	August 2024 – December 2024
<i>Team Lead & Frontend Developer</i>	Athens, GA
<ul style="list-style-type: none">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.Developed the UI for the user checkout experience by leveraging React components and libraries such as DaisyUI to create a more intuitive interface.	

Recipe Sharing Webapp (<i>TypeScript, React, Next.js, MongoDB</i>)	October 2024 – December 2024
<i>Team Lead & Developer</i>	Athens, GA
<ul style="list-style-type: none">Led development of a digital recipe-sharing platform, handling version control with Git.Implemented TypeScript and leveraged MongoDB for structured recipe storage.Integrated authentication and responsive design, ensuring an intuitive UX by leveraging libraries such as Shadcn.	

Apple Vision Pro Game	January 2024 – May 2024
<i>Developer</i>	Athens, GA
<ul style="list-style-type: none">Developed and published a rhythm game on Apple's visionOS platform, releasing it on the Apple Vision Pro app store.Enhanced gameplay immersion by integrating hand tracking technology and musical elements, utilizing Swift, MusicKit, RealityKit, and SwiftUI.Leveraged Apple Vision Pro's unique capabilities to create an engaging user experience.	