

Aiden Hicks

Software and Game Developer

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PROFESSIONAL SUMMARY

Easy learner with experience working with groups on tight deadlines developing and designing games and software. Experience in scriptable objects, Map Design, and implementing animations with C# and the Unity game engine. Adaptable to changing deadlines and situations with the ability to work independently.

EXPERIENCE

GIMM Works, Boise State University — Intern Game Developer

May 2024 - August 2024

Worked with C# and Unity to help design multiple elements of a game for a boy with Cancer.

Worked closely with designing items, tilemaps, inventories, and character abilities within Unity 2D.

EDUCATION

Meridian Technical Charter High School, Meridian ID

August 2021 - May 2025

Senior

Studied in the Computer Science Pathway at Meridian Technical Charter High School.

GPA: 3.73

Boise State University, Boise ID — Dual Credit

August 2023 - May 2025

Computer Science 121 and 221 through Dual credit.

College of Western Idaho, Nampa ID — Dual Credit

August 2023 - May 2025

Calculus 1 - Calculus 2 through Dual credit

SKILLS

- C#
- Java
- HTML
- CSS
- Microsoft PowerPoint
- Microsoft Word
- Microsoft Excel
- Visual Studio Code
- Unity Game Engine

HONORS/ACTIVITIES

Skills USA State Competition
Bronze Medal for Web Design
and Development - 2023

Overwatch 2 Esports Team
Captain - 2021-2024

CERTIFICATIONS

TestOut

IT Computer Fundamentals
Pro - 2022

OSHA

10-Hour OSHA General
Industry - 2023

Certiport

Microsoft Powerpoint,
Microsoft Word, Microsoft
Excel - 2023

IT Specialist - Java - 2023
Information technology
Specialist in Software
Development - 2024