

# AIDAN QUIGLEY

Columbus, Ohio

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[www.quig.xyz](http://www.quig.xyz)

## EDUCATION

**Miami University** Aug. 2020 – May 2024

Bachelor of Science in Games + Simulation

Computer Science Minor

## CONTACT & SOCIALS

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**GitHub:** [github.com/AidanQuigley](https://github.com/AidanQuigley)

## RELEVANT EXPERIENCE & PROJECTS

**Miami University Varsity Esports Program Intern**

**Apr. 2022 – May 2024**

- Managed the program's WordPress website.
- Managed social media accounts for an average of 24.3% reach on less than 50 posts with 33,000+ impressions.
- Co-founded and managed the program's Halo esports team.

**Community Leader for Esports Club**

**Dec. 2021 – Oct. 2023**

- Leadership position in one of Miami's largest student-run clubs.
- Organized and created community events.

**Personal Project – [www.collegiate.gg](http://www.collegiate.gg)**

**Present**

- Unique Agile based web development project developed on the Next.js framework to establish a hub for a very niche and unorganized space that is college esports.

**Silent Partners Client Projects**

**Jan. 2022 – May 2022**

- Development of interactive media projects with a cross-disciplined team of students for a real client. Utilized Unreal Engine, Maya, Touch Designer, and Notch for varying projects.

**Group Project RPG Game**

**Aug. 2022 – Dec. 2022**

- Developer for a 2D RPG Game made in Unity and C# as a group project with four other students of varying disciplines.

**Software Engineering Project – [khajiit.quig.xyz](http://khajiit.quig.xyz)**

**Aug. 2023 – Dec. 2023**

- Lead developer on app catalog group project built upon Agile workflow and Next.js framework.
- Created and designed the UI, implemented authentication, and set up the database and it's interactions with the site.

## SKILLS AND SOFTWARE

- o Java, C++, C#, JavaScript, TypeScript, SQL, HTML, CSS
- o React, React Native, Astro, Next.js, Tailwind CSS
- o **iOS App Development:** Swift, SwiftUI & Xcode
- o **3D Modeling/Architecture:** Autodesk Maya, SolidWorks, AutoCAD, SketchUp
- o **Game Engines:** Unity, Unreal Engine
- o **Interactive Media Software:** Notch, Touch Designer
- o Git(/Hub/Lab), WordPress
- o Agile Software Development, SCRUM
- o UI/UX Principles and Design, Usability Testing
- o Group Collaboration & Organization
- o Social Media Analytics and tools (Mention.com, Rival IQ, Hootsuite)
- o **Adobe:** Illustrator, Photoshop, InDesign, XD, Premiere, After Effects & Figma
- o **Google Suite:** (Docs, Sheets, Slides, etc.)
- o **Microsoft Office:** (Word, Excel, PowerPoint)