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AIDAN WALSH

GAME DEVELOPER | EDUCATOR

EDUCATION

Columbia College

2013 – 2018 | Chicago

I received a Bachelors of Arts in Game Development, as well as a double minor in Voiceover and Stage Combat.

MY EXPERTISE

Hard Skills

- Unity 3D
- Unreal Engine
- Level Design
- Photoshop
- Tech Art
- C# Scripting
- 3D Animation
- Motion Capture
- Microsoft Office
- First Aid / CPR

Soft Skills

- Teaching
- Childcare
- Voice Acting
- Stage Combat
- Bartending
- Dad Jokes

ABOUT ME

Versatile and enthusiastic designer with over a decade of experience, with proven skills in creative problem solving, rapid iteration, and simultaneous collaboration across multiple departments.

Originally from Chicago, but looking to make amazing things with other talented creators here in Seattle!

Previous work has been displayed inside the Museum of Science & Industry in Chicago, as well as covered by Vice, Vox, and other major publications.

WORK EXPERIENCE

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|--|---|
| iD Academy
Summer 2023
Seattle | I taught a series of intensive college prep course on game programming at the University of Washington. |
| Pie Bar
2022 – 2023
Seattle | In addition to bartending and baking, I was Pie Bar Capitol Hill's design and tech expert - creating merch and a website, and repairing electronics. |
| iD Tech Camps
2014 – 2021
Chicago | I taught and developed curricula for game design courses - from Scratch and Roblox to Unity and Unreal Engine - working with hundreds of kids of many ages and backgrounds. |
| 321 Fast Draw
2018 – 2019
Chicago | I was a system designer, animator, and tech artist for a VR studio, creating simulations for major corporate clients. |
| Freelance
2013 – 2023
Remote | I've worked freelance on everything from t-shirts and logos, to voiceover for animated films and audiobooks, to interactive music visualizers for live performances. |