

# Aidan Link

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## Education

### Boise State University (August 2022 - May 2026)

- Bachelor of Science in Games, Interactive Media, & Mobile Technology (GIMM)
- The curriculum focuses on designing, developing, and using innovative technology solutions to create digital experiences in the fields of game development, virtual reality, and mobile applications

## Projects

### Boise Train Depot - Team Lead/Modeler (Ongoing)

- Led a 5-person 3D modeling team in the creation of a historically accurate digital twin of the Boise Train Depot (1920s era)
- Worked directly with history faculty and theatre designers to translate research into historically accurate 3D videos

### Fisticuffs - 3D Modeler (Fall 2025)

- Designed and developed a multiplayer third-person saloon brawler using Unreal Engine 5
- Created modular Western saloon assets in Blender and optimized them for real-time gameplay
- Implemented Chaos physics for destructible environmental props

### Window - Solo Project (Spring 2025)

- Designed and developed an AR experience for the Meta Quest 3 using the Meta All-in-One SDK
- Implemented spatial interaction mechanics and passthrough-based portal effects

### Dungeon - Programmer (Fall 2024)

- Created a mobile augmented reality card game dungeon crawler with a team of three
- Coded AR features using the Vuforia Engine and created mobile controls using Unity

## Experience

### Virtual Reality Research Intern - Iowa State University (Summer 2025)

- Collaborated with the Virtual Reality Applications Center (VRAC) team on immersive soundscape research projects
- Utilized Unity, Open XR, and C# to prototype interactive VR experiences for user studies

### Student Senator - Boise State University (2024 - 2025)

- Elected by the student constituents to represent the College of Innovation and Design and provide leadership, guidance, and decision-making on student policy issues

## Skills

Game Engines & XR - Unity, Unreal, Meta All-in-One SDK, OpenXR, Vuforia, ARKit

3D Production - Blender, Maya, Substance Painter, Rigging, PBR Workflows, UV Unwrapping

Game Production - Scrum, Figma, Davinci Resolve, Cross-disciplinary collaboration, Github