# AARON **WILSON**

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## SUMMARY

Experienced in **C++** and **C#** codebases developed through building various game projects in **Unity** and **Unreal**. Codework was thoroughly documented and revised as changes occurred, making use of UML diagrams for different levels of detail. Well versed in using a subversion network control like **Git** developed during solo and group projects to maintain codebase integrity.

## EXPERIENCE

**2021 – PRESENT**
**GAMEPLAY & UI PROGRAMMER,** DIGITAL DONUT GAMES (OTTAWA, ON)

- Responsible for crafting **UI elements** like menus and parts of the **Heads-Up Display** that were intuitive and thematic.
- Developed multiple gameplay elements like the **projectile based magic system** in C# (that damaged enemies and applied various effects to them).
- Collaborated with a small team of people coming from various backgrounds to produce the game The Hermit: Nature's Hero.
- Wrote module design documents, technical design documents, and level design documents.

## EDUCATION

**JUNE 2022**
**ADVANCED DIPLOMA IN GAME DEVELOPMENT,** ALGONQUIN COLLEGE

- Deconstructed familiar game elements and formulated them into concepts that could be reconstructed into original programmable game mechanics.
- Learned common **agile development methods** and applied it while developing The Hermit: Nature's Hero to determine what areas were worth investing more time into developing for best effect.

## SKILLS

- C++, C#, & XML
- Unity & Unreal Engine
- Git, TortoiseGit, & GitKraken
- Assembla & Trello