

Aaron Brey

Technical Designer

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Projects

Team Five Guys | Trilingual

JAN 2024 - MAY 2024

- Designed, prototyped and developed blueprint code for rune writing puzzle mechanic and associated level.
- Extensively iterated on designs, garnered feedback and implemented based on playtests.
- Developed and maintained in-depth documentation with diagrams and written notation.
- Designed, prototyped, and developed blueprint code for core puzzle gameplay, mechanics of scanning, rune definition comparison and NPC interactions.
- Used various tools, practices and techniques in Unreal to boost gameplay performance.
- Helped peers by providing constructive feedback on code for maximum efficiency.
- Collaborated with the art team to produce conceptualized art pieces.

Team Rock Bottom | Project Submarine

MAY 2024 - PRESENT

- Develop C++ code with object-oriented design pattern for replicating basic player actions, movement, interaction, picking up/placing objects and tasks including rotating valves, shooting torpedoes and engine refueling for core gameplay loop.
- Develop and architect C++ code for creating, joining and destroying multiplayer sessions.
- Participate in the design process of core gameplay and various minigames.
- Communicate player actions across a listen server using Steam and Unreal Engine's Session Interface.
- Design and develop a concrete game architecture for teammates to follow for ease of prototyping and design development.
- Utilize animation blueprints, montages, FABRIK and blend spaces for player animations.

Blue Autumn Studios | Project Potion

JUL 2023 - NOV 2023

- Designed and developed blueprint code for enemy AI and game mechanics including potions and camera controls.
- Utilized animation blueprints and montages with PaperZD flipbooks to bring enemies to life.
- Wrote detailed technical documents on design ideas, code and team member's tasks.

Core Skills

Jira, C++, Trello, Scrum, GitHub, Blender, Kanban, Perforce, Confluence, Technical Writing, Machinations, Unreal Engine 4 & 5, Blueprint Scripting, Computer Science, Agile Development, Technical Design, Multi-tasking, Unreal Engine Replication, Object-Oriented Programming, Unreal Engine Sessions Interface, Creative Thinker, Rapid Prototyping, Highly Motivated.

Experience

Virtual Production Assistant | Full Sail University

FEB 2023 - MAY 2024

- Problem-solved cutting edge technology within the Virtual Production landscape including Live Link, Motion Capture, and Xbox Controller Support in Unreal Engine 5.
- Developed blueprint scripts and C++ code to tackle technical tasks from Production managers.

Education

Full Sail University

Game Design B.S.