# AARON DUKE

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## OBJECTIVE

Highly ambitious Unity game developer, seeking a position to be a part of an equally enthusiastic team to create an excellent digital product. Ability to communicate clearly and take on complex tasks. Strong interpersonal communication skills to network effectively with other team members.

## WORK EXPERIENCE

Upwork Portfolio: https://www.upwork.com/freelancers/~012fabc8c3c81d42b1?viewMode=1

### UPWORK: ARMOR CYBER SECURITY STARTUP | 2D INFINITE SIDE SCROLLER IOS | UNITY C#

- Implemented an infinite side scroller asset to facilitate development
- Provided development IPA IOS builds for feedback and testing
- Implemented NoSQL database for local leaderboard storage
- Arranged 2D assets to create side scrolling level

### UPWORK: SMARTDATA | VR GOOGLE CARDBOARD PHOBIA SIMULATION ANDROID | UNITY C#

- Implemented Google Cardboard functionality
- Implemented a third–party asset for UI interaction and design
- Provided APK builds for client feedback and testing
- Implemented third party spline asset for path following objects

### 19 ADDITIONAL UPWORK CLIENTS | UNITY C#

- Implemented a turn–based core mechanic
- Implemented an AI waypoint system
- Maintained 95% job success score on Upwork
- Various script functionality

## PROJECTS

### LTU SENIOR PROJECT | TEAM LEAD + 2 ARTISTS + 10 VOICE OVER ACTORS | UNITY C#

Led a long way down: https://attemptingent.itch.io/led–a–long–way–down
Ceremony: https://attemptingent.itch.io/ceremony

- Developed, finished, and released two indie games within one semester. Additionally, created an online WebGL game for the senior thesis virtual exhibition
- Implemented networking solution utilizing AWS and Apache webserver to create an online WebGL game to support up to 20+ concurrent players for senior project virtual exhibition
- Created custom gameplay systems
- Implemented: UI, sound effects, edited 100+ voice over lines, animations, cutscenes, and a dialog system
- Social media campaign to market games and increase sales

## EDUCATION

- Lawrence Technological University– Southfield Mi.
- BS in Computer Science with a Concentration in Game Software Development
- Expected Graduation May 2022
- Related coursework: Data structures, Advanced Intelligent Web Development, Social Network Mining, Artificial Intelligence, Computer Networks, Principles of Computer Animation, Operating Systems