Aaron Mirotta

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Summary

Passionate game development graduate with flexibility and versatility to move from project to project. Proficient in C++ and C# with a curiosity to always learn more. Able to optimize code with experience working with a team and using Unity. A shipped game available on Itch.io and Steam called Posthaste Emporium.

Education

Niagara College

2020 – 2023   Welland, ON.

Advanced Diploma

Relevant Coursework

AI Development – *Learned how to create and implement state machines, navigate binary trees, and apply A* pathfinding in Unity*

Computer Graphics Programming – *Learned how to draw 2D and 3D objects to the screen, apply lighting to the objects with Direct X*

John F. Ross C.V.I

2016 – 2020   Guelph, ON.

OSSD

Projects

Posthaste Emporium

Lead Programmer/Gameplay Programmer/Level Designer

- Designed and programmed main gameplay systems and main player controller in Unity.
- Designed main level layout to create an exciting and memorable gameplay experience
- Worked together with Audio Designer to implement sound effects in game
- Lit main level to convey a magical atmosphere, as well as optimized lighting performance
- Set dressed the main level to emanates the theme of the game
- Created Main Menu scene that captures the essence of the game in one small scene
- Collaborated 3D artists to design a pipeline for efficient asset implementation into Unity

Skills

C++	**C#**	**Unity**	
Collaboration	**Problem-Solving**	**Organization**	**Communication**