

Aaron Mirotta

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Summary

Passionate versatile game development graduate with experience working in a team. Proficient in C++ and C#. Over 5 years of experience using the Unity game engine and a fully published game on Steam. Experience leading and working in a team environment to meet deadlines in a timely manner.

Projects

Posthaste Emporium

Lead Programmer, Gameplay Programmer, Level Designer

- Designed and programmed main gameplay systems and main player controller in Unity.
- Designed the 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 a 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

Time Management
Leadership Skills
Good Communication
Adaptability
C++ / C#
Attention to Detail
Multitasking
SQL
Unity Engine

Education

OCAD: Game Development, 06/2023
Niagara College - Welland, ON

OSSD: 06/2020

John F. Ross C.V.I - Guelph, ON

Relevant Coursework

AI For Gaming

Created and implemented state machines, navigate binary trees, and apply the A* pathfinding algorithm in the Unity Game Engine.

Computer Graphics Programming

Created 2D and 3D objects to the screen and applied lighting and animations with the Direct X graphics API.

Advanced Game Programming Techniques

Implemented a wide range of advanced programming methods such as object pools, game managers, and character controllers in the Unity engine.

Database Essentials

Designed, Created, and maintained databases in SQL using relational design strategies.

Game Development Project I & II

Created a detailed Game Design Document for an original game concept with a team of programmers and artists. Created and followed through with an in depth production schedule to reach milestones resulting in a cohesive, polished, and fully functional game.