Aiden Nathan
Game Programmer & Designer

✉ me@aiden.fyi
📇 01/10/2000
📍 Sydney, Australia

Portfolio: https://aiden.fyi/

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Skills

</> Languages

C# ⬡ | C ◉ | .NET ⬡ | ShaderCore ⬡ | HLSL ◉ | Rust ◉ | Java ◉ | JavaScript ◉
HTML ◉ | CSS ◉ | PHP ◉ | Python ◉

🖥 Software

Unity ⬡ | Unreal Engine 4 ◉ | Greenfoot ⬡ | Git Flow ◉ | Jenkins ◉
— Game Engines —   — Version Control —

Visual Studio ⬡ | VSC ⬡ | MySQL ◉ | React ◉ | ASP.NET ◉ | Blazor ◉
— IDEs & Frameworks —

Photoshop ⬡ | Cinema 4D ◉ | Blender ◉ | FileZilla ⬡ | Audacity ◉ | OBS ⬡
— Art —   — Media —

Premier Pro ⬡ | Sony Vegas ◉ | Davinci Resolve 16 ⬡
— Editing —

Legend:
- ⬡ Professional
- ◉ Advanced
- ◉ Intermediate
- ◔ Beginner

Experience

👥 Professional Projects

Game Developer — Powercor — April 2023 - Present
Powercor Australia - Victoria, Australia
- Redesigned and implemented core gameplay loop to better improve the user's interactive experience.
- Improved data collection and visibility to allow for better user feedback and results.
- Prevented user data loss by caching data locally to improve user retention and reduce frustration.
- Dramatically improved the user interface and load times for the customer when reviewing user results.
- Implemented unit testing for Git Flow validation to maintain a healthy production environment for the customer.
- Refactored legacy codebase to improve maintainability and remove code debt.
- Documented design processes and implementation of developed and legacy code to improve future productivity.

Varsity (by plart)

Jr Game Developer — Powercor — Feburary 2023 - April 2023
- Worked closely with a dedicated team of designers, lead programmer, and project manager.
- Lead a small team of designers to redesign and implement an improved user interface to better the user experience.
- Designed and Implemented multi-platform tool interactions aimed to improve accessibility and visual clarity for the user.
- Updated and refactored VR experience to improve user interaction and features.
- Onboarded and trained multiple developers including a senior.

ScriptableObject Editor — Indie — July 2022 - December 2022
An object management editor tool published on the Unity Asset Store.
- Designed to simplify Scriptable Object modification to improve developer workflow.
- Aid game designers with folder management, object filtering, and type masking.
- Multi-window user interface for centralized control over scriptable objects.
- Supports user created assets and third party / custom packages.
- Tested and built for all versions of Unity past '2019.4'.
- Provides the user with settings to tailor the experience towards the developer's needs.
- Designed and Implemented modularly allowing for user driven additions to be made.
- Easily customisable UI designed to be bent to the user's visual taste.

SOE — ScriptableObject Editor

👥 University Projects

Summit - Lead Programmer — MQU — July 2022 - November 2022
Student project with 5 team members, 3 programmers. 3D third person rogue-like made in Unity. 410+ personal hours dedicated.
- Re-engineered existing codebase focusing on efficiency, modularity, and simplicity.
- Acted as senior developer to manage & aid development processes across the board (including design and art).
- Designed and implemented all backend systems related to gameplay and structure.
- Designed and implemented custom Boss State Machine.
- Modularized boss states for designer friendly implementation.
- Implemented modular animation event listeners to control states
- Implemented modularized scene management with asynchoronous loading.
- Designed and assisted implementation of power-ups.
- Designed and implemented a custom interaction system utlizing listeners for modularity.
- Developed announcement and dialogue systems.
- Custom camera handler for panning, effects, and 3rd person perspective.
- Managed custom lighting and skybox handling.

CQU Statistics Project - Lead Programmer — MQU — Feburary 2022 - June 2022
Student project with 5 team members, 1 programmers. Gamification visual novel made in Unity.
- Apart of the PACE Internship program at Macquarie University, dedicated client was Central Queensland University.
- Designed, implemented, and mantained systems in accordance to requirements given by the client.
- Client task: Create a gamified quiz to track student's knowledge of statisitics.
- Custom Dynamic Dialogue System with dialogue.
- Full intergration with Google Sheets API v4.
- Records and collects player completion data using google database.
- Completely automated visual novel setup without additional programming.
- Dialogue options used to create diverging pathways for player progress based on their performance.
- Custom commands and modifiers used to enhance dialogue with effects, sprite changes, and more.
- Framework creates game content based on .json level files.
- Full intergration with Json.NET framework using custom class & interface based serialization.

👤 Personal Projects

Dark Light — July 2019 - Present
2D metroidvania inspirated by Hollow Knight and the Soulsbourne Series. Paused development while at Univeristy.
- Custom player state machine.
- Custom velocity based movement for fast paced mobility and combat.
- Command based custom input system used to handle player movement. Allows for control over the player to be utilized in systems handling cutscenes and event triggers.
- Custom input system derived from Unity Events to allow for control configuration and keybinding storing.
- Modular interface based save system using Json.NET (Works with binary serialization).
- From scratch A* pathfinding for non-player entities.

Education

Bachelor of Game Design & Development — 2020 - 2022 — Macquarie University
Sydney, Australia

Diploma of Gaming Development — 2019 — Northern Sydney Institute TAFE
Sydney, Australia