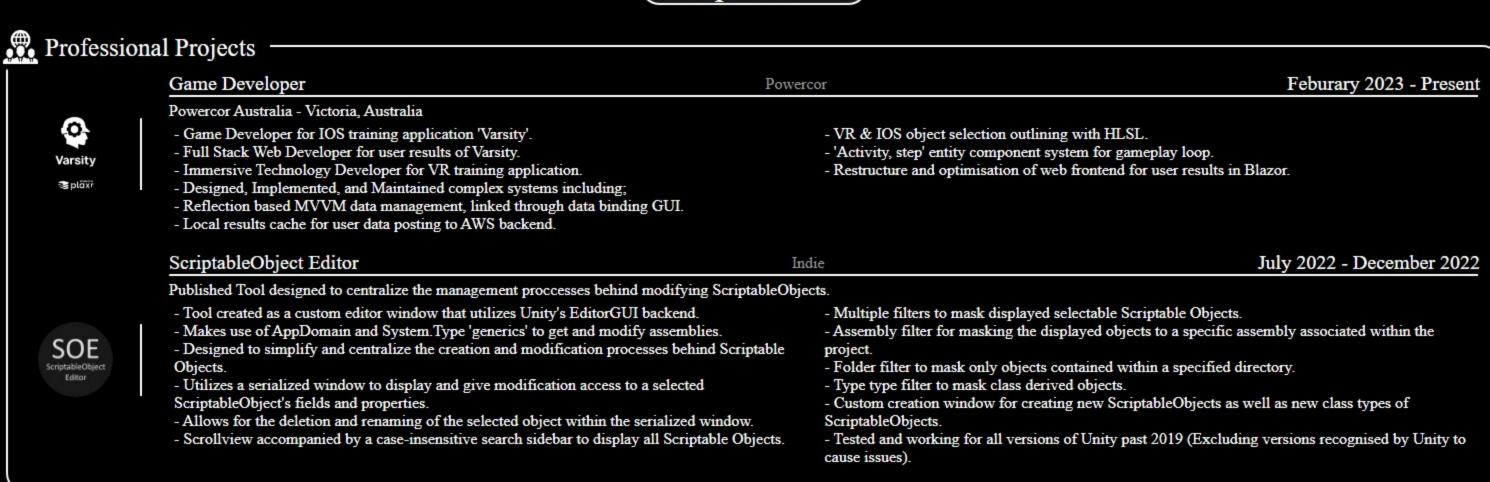
Portfolio: https://aiden.fyi/

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Skills



Experience



University Projects

Summit - Lead Programmer July 2022 - November 2022 MQU



- 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. - Implemented modularized scene management with asynchoronous loading.
- Acted as senior developer to manage & aid development processes across the board (including - Designed and assisted implementation of power-ups. - Designed and implemented a custom interaction system utilizing listeners for modularity.
- Designed and implemented all backend systems related to gameplay and structure. Developed announcement and dialogue systems. - Custom camera handler for panning, effects, and 3rd person perspective.

— Editing —

- Designed and implemented custom Boss State Machine.
- Modularized boss states for designer friendly implementation.
- Implemented modular animation event listeners to control states

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.
- Client task: Create a gamified quiz to track student's knowledge of statisitics.
- Custom Dynamic Dialogue System with dialogue.

CQU Statistics Project - Lead Programmer

- 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. - Designed, implemented, and mantained systems in accordance to requirements given by the client. - Custom commands and modifiers used to enhance dialogue with effects, sprite changes, and more.
 - Framework creates game content based on .json level files.

Managed custom lighting and skybox handling.

MQU

- 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 University.
- 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 Macquarie University 2020 - 2022 Sydney, Australia Diploma of Interactive & Digital Games 2019 Northern Sydney Institute TAFE Sydney, Australia High School Certificate (HSC) 2008 - 2018 Sydney, Australia