

Aaron Hietanen Bedford Heights, Ohio
Contact: (440) 384-9233 - aahietanen@gmail.com
Portfolio: ashaka110.github.io

JOB EXPERIENCE

August 2022-
Present

Akupara Games - *XR Gameplay Programmer* - Remote

- Several released projects: [Behind the Frame VR](#) and [Hello Cruel World](#)
- Implemented core gameplay mechanics and systems with a team
- Released projects on multiple platforms including PSVR, Steam, and GOG
- Fixed bugs to complete multiple certification processes

February 2020-
April 2022

Roundtable Learning - *XR Developer* - Chagrin Falls, Ohio

- Developed AR/VR training applications with Unity using Pico Neo, Quest 1/2
- Worked with a multidisciplinary team to create and release projects for clients
- Build and maintained tools for automating the development process

EDUCATION

January 2017-
May 2020

Miami University - Oxford, Ohio

Double Major: *Bachelor of Science in Computer Science and Computer Engineering*
Transferred from University of Toledo (2014-2016)

INTERNSHIPS AND PROJECTS

June -
August 2019

NextGen Interactions - *XR Developer* - Raleigh, North Carolina

- Helped develop VR training simulations for first responders.
- Worked with Unity and C#, and various hardwares such as Magic Leap, Arduino, HTC Vive, and Oculus Quest.

January -
August 2018

Rockwell Automation - *Embedded Software Co-Op* - Mayfield, Ohio

- Learned to work with and develop for PLC Controller hardware
- Wrote unit tests and made development changes for the firmware

November 2017 -
December 2018

Euludi - *Programmer* - Oxford, Ohio

- Worked on a team to develop *Spirits*, a VR Bartending game

May -
December 2016

Relational Solutions - *Intern* - North Olmstead, Ohio

- Assisted in the cleaning and importing of data into databases
- Built an Android app to view database data using Java and Android Studio

January 2014 -
2016

MetatronVR - *Co-founder, Programmer* - Worked Remotely

- Created multiplayer Virtual Reality board games inside Unity 3D and UE4
- Worked with hardware such as the Oculus Rift DK1 and the HTC Vive

2013

- Programmed 3D rendering engine from scratch— <http://youtu.be/-ve0H-cOCAY>
- Within created 3D platformer with collision, force floors, and alterable gravity

SKILLS

- | | | |
|-----------|----------------------|-------------------|
| · Java | · HTML / CSS | · Unity 3D |
| · C# | · .NET | · Unreal Engine 4 |
| · C/C++ | · SQL | · Blender |
| · Arduino | · Android | · VR Development |
| · Git | · Gog/Epic/Steam SDK | · PSVR 2 |
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