Aaron Hietanen
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EDUCATION
January 2017-
May 2020

Miami University, Oxford, Ohio
Double Major: *Bachelor of Science in Computer Science*
                    Bachelor of Science in Computer Engineering
Transferred from University of Toledo (2014-2016)

JOB EXPERIENCE
February 2020-
April 2022

Roundtable Learning Chagrin Falls, Ohio
XR Developer
-Developed AR/VR training applications with Unity
-Worked with a multidisciplinary team to create and release projects for clients
-Build and maintained tools for automating the development process

June -
August 2019

NextGen Interactions Raleigh, North Carolina
XR Developer
-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 Mayfield, Ohio
Embedded Software Co-Op
· Worked in a team based agile environment
· 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 Oxford, Ohio
Programmer
· Worked on a team to develop *Spirits,* a VR Bartending game

May -
December 2016

Relational Solutions North Olmstead, Ohio
Intern
· Assisted in the cleaning and importing of data into databases
· Built an Android app to view database data using Java and Android Studio

January 2013 -
2016

MetatronVR Worked Remotely
Co-founder, Programmer
· Created multiplayer Virtual Reality board games inside Unity 3D and UE4
· Worked with hardware such as the Oculus Rift DK1 and the HTC Vive

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PROGRAMMING EXPERIENCE

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

COMPUTER SKILLS

· Java	· HTML / CSS	· Unity 3D
· C#	· .NET	· Unreal Engine 4
· C/C++	· SQL	· Blender
· Arduino	· Android	· VR Development