

Aaron Hietanen Bedford Heights, Ohio

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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 |