Aurora Berta-Oldham

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Projects

Everchanging
A city-building RPG that I've been developing for five years at my studio, Beacon Games. It is powered by my custom game engine called the EvEngine. It will be releasing on the online game store Steam in 2021. It will only be available for PC at launch. However, I have plans to port it to other platforms in the future, such as Xbox, iOS, macOS, and Android.

EvEngine
The 2D C# game engine I developed for Everchanging at Beacon Games. It uses D3D11 for rendering and XAudio2 for audio on Windows but formerly used OpenGL and OpenAL in early versions. The engine includes localization supports, a renderer with lighting and dynamic batching, a GUI system, an asset management system, and an audio system with streaming from disk support.

Verdure OS
An operating system that I began developing in late 2017. It's a side passion project of mine that is still in early development. I started writing it in C but later switched to Rust for better security and the language's array of features. I'm creating it using modern standards such as UEFI, ACPI, and APIC for the x86-64 architecture. My goal is to develop a desktop environment for it and port it to AArch64.

SharpFNT
A C# library I wrote for reading and writing AngelCode bitmap fonts. I originally developed it as part of the EvEngine but later separated it and released it as open-source. It has gained over 125,000 downloads on NuGet and found use in other games and game engines.

Experience

Beacon Games LLC
Chief Executive Officer and Game Developer
2016-Present
- Engine programmer, gameplay programmer, UI programmer and designer, pixel artist, story and dialogue writer, and world designer for the game Everchanging.
- Designer of the company's website.
- Manager of social media accounts and marketing.
- Graphic designer for both the company's and Everchanging's branding assets.

Skills

- C#
- Rust
- C
- .NET and .NET Framework
- Adobe Photoshop
- Pixel Art
- Game Programming
- DirectX 11
- XAudio2
- Kernel Programming
- UEFI App Development
- Windows Forms
- Git
- OpenGL
- OpenAL
- Unity (game engine)
- Graphic Design
- HTML and CSS

Education

North Paulding High School
Class of 2016
Graduated with award in Graphic Communication/Design.