AYDEN ROLFE

Programmer

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OVERVIEW: Ayden Rolfe is a programmer who specializes in game development and has experience in general software development. Ayden has worked in teams developing games with success & is dedicated to finding the most robust solution to any programming problem.

SKILLS & ABILITIES: Extensive use of C++ in both game engines & standalone, Experience in deployment to mobile devices, works efficiently & effectively in a team, & good knowledge of PC software/hardware.

EXPERIENCE:

ASSISTANT GAME PROGRAMMING TEACHER

ACADEMY OF INTERACTIVE ENTERTAINMENT - 2020 APRIL

Assisted in teaching introductory game programming to students.

I.T. ASSISTANCE (WORK PLACEMENT)

BENCHMARK ESTIMATING SOFTWARE - 2017 OCTOBER

Assisted in programming bug discovery & fixing, while learning more about the development process.



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I.T. ASSISTANCE (WORK PLACEMENT)

SHOALHAVEN CITY COUNCIL - 2017 JUNE

Diagnosed technical problems & helped perform computer maintenance.

EDUCATION:

2020 – ADVANCED DIPLOMA OF DIGITAL & INTERACTIVE GAMES (GAME PROGRAMMING)

- Creation of complex game systems
- Advanced source control management
- Production of major game project with a team
- Computer graphics application with OpenGL
- Understanding of real-time physics simulation

2019 - DIPLOMA OF DIGITAL & INTERACTIVE GAMES (GAME PROGRAMMING)

- Introduction to C++ / C#
- · Code design & data structures
- · Implementation of math for games
- Production of game project with a team
- Cross-platform development & deployment

2018 - CERTIFICATE 3 INFORMATION & DIGITAL TECHNOLOGY

- Web development with HTML & CSS
- Understanding of hardware & software at low level

PROJECTS:

SKY CLIMBER

Infinite climber game bouncing a ball skyward with physics made from ground-up.

JAVA JUNGLE

Sokoban-style puzzle game deployed to mobile, made in a team on Unreal Engine 4 for AIE Year 1 project (sole programmer).

DAMNATION

Randomly generated dungeon crawler with mixed turn-based & real-time elements. Made in a team on Unreal Engine 4 for AIE Year 2 project (sole programmer).

REFERENCES:

References upon request.