# Aaron Andrews

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## Summary

- 4 years Unity Game Engine and C#
- 2 years creating VR experiences
- 1 year of Python with backend systems
- 1 year prototyping
- 1 year of 3Ds Max

Looking to make my mark by creating games, software, and tools that customers love using, and that my fellow engineers love working with. Forever a student, I am always looking for new things to learn.
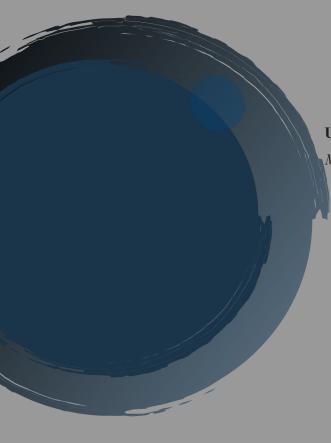
## Experience

**Unity Programmer (Part-Time),**        Sep 2020 - Present
*PeekaVR*

- VR, C#, Unity, Cross-Functional Teamwork

- Bringing children's books to life through VR on a Google Carboard platform, which are sold through a mobile app

- (Cross-Functional Teamwork) Contribute to each stage of creating a virtual reality experience: storyboarding, initial experience, adding art assets, and adding new features

- (C#, Unity) Work process involves building out an initial experience in Unity based on storyboards, iterating that experience as artists finish their work, and adding new features as requested

- (VR) Users are presented with the story of a book through text, audio, and a virtual world to immerse them in the VR experience, which results in higher retention of the book's content

**Unity VR Developer,**            May 2022 - May 2023

*Meta*

- VR, C#, Unity, MRTK, Hololens2, Python, Prototyping
- (Prototyping) Given open-ended requirements for experiences, created initial designs and adjusted with feedback from coworkers and collaborating with them to ensure that features worked as expected and covered all needs
- (C#, Unity) Work process involves building out an initial experience in Unity based on storyboards, iterating that experience as artists finish their work, and adding new features as requested
- (Hololens2, VR, MRTK) Created and ebugged frontend experiences and user interfaces for the Hololens2 to showcase the AIs developed by other teams
- These experiences served as demos for peer-groups and higher management, and were positively received
- Backend - Hibernate, Spring-boot, MySQL, Java
- Cloud technologies

**Personal Time for Projects,**      Jan 2020 – Sep 2020
- Game Library Interface, personal website, and more

**Jr Full Stack Developer**         July 2019 – January 2020
*HCL America* (Client, Boeing)

- Full-stack development of web applications and microservices
- Frontend - React, Redux, NodeJs, Javascript
- Backend - Hibernate, Spring-boot, MySQL, Java
- Cloud technologies
    - Cloud Foundry Certification

**Unity Programmer,**         Nov 2018 – July 2019
*PeekaVR*

- Programmed interactions with assets in the scenes
    - Coding was done with C# inside Visual Studio
- Built out scenes from the books
    - Unity game engine
    - Created for VR
    - Used in mobile devices

## Education

**Advanced Diploma of Professional Game Development**
May 2018
*Academy of Interactive Entertainment, Seattle, WA*
**Bachelors of Science, Computer Science**
August 2016
*University of Alaska Fairbanks (UAF), Fairbanks, AK*

## Projects

- **Generations, Global Game Jam**        2023
  - o **Unity, C#**
- **Game Library Interface, 2018 - 2019**
  - o **C#, Unity**
- **Techno Viking**        Final AIE Project, 2018
  - o **Unreal Engine, Graphical Effects, Blueprints**