| A picture containing plate, cup  Description automatically generated | | |  | Aaron Andrews |
| --- | --- | --- | --- | --- |
| 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),** Sep2020 - 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,** Jan2020 – 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   + **Unity, C#** * **Game Library Interface, 2018 - 2019**   + **C#, Unity** * **Techno Viking** Final AIE Project, 2018   + **Unreal Engine, Graphical Effects, Blueprints** |
|  |  | |
|  |  | Redmond, WA |
|  |  | |
|  |  | aaron.lee.andrews@gmail.com |
|  |  | |
|  |  | aquinsgreatgames.com |
|  | https://github.com/AaronLeeAndrews TECHNICAL SKILLS Game Development  Unity  C#  ReactJs  NodeJs  Github  Visual Studio  Javascript SOFT SKILLS Communication  Customer Service  Teamwork  Organization  Planning  Problem Solving  Presentation | |  |

