|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| A picture containing plate, cup  Description automatically generated | | |  | Aaron Andrews |
| Summary 1+ years of professional experience with the Unity Game Engine  1 year of Full-stack Development creating microservices  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 and looking for new things to learn. Experience **Jr Full Stack Developer**  July 2019 – January 2020  *HCL America* (Client, Boeing)   * Full-stack development of web applications and microservices * Main project was a Kanban Board   + Users created and logged in with personal accounts   + Users could create and modify their projects and tasks * Frontend - React, Redux, NodeJs, Javascript * Backend - Hibernate, Spring-boot, MySQL, Java * Cloud technologies   + Mostly Cloud Foundry, attained official certification   + Some AWS and Azure   **Unity Programmer**  November 2018 – July 2019  *PeekaVR*   * Bringing children's books to life in virtual reality * 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 **Cloud Foundry Certified Developer** Dec 2019  *Linux Foundation*  **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 **Game Library Interface** 2018 – 2019   * A game library that mimics the one used inside of the SpringboardVR game launcher.   **Skills**  Game Development  Unity – C#  ReactJs, Redux  Springboot – Java  MySQL  Pivotal Cloud Foundry  NodeJs  Github  Visual Studio  C++  Javascript   * Desktop application for a VR Arcade to easily show customers what games are offered. * Written in C# and powered by the Unity game engine. * Web application currently being developed   + Unity WebGl frontend   + Java, Spring backend   + Fetches files from a box.com repository   **Personal Website: aquinsgreatgames.com**  2016 - 2020   * Hosted on personal server, running Linux * Originally written in base Javascript and Html * Rewritten in ReactJs   **Multiple Class and Game Jam Projects** 2012 – 2020   * Gleeth God   + Unity, C#, AI * Repair Robot   + Unity, C#, UI * Techno Viking   + Unreal Engine, Graphical Effects, Blueprints * Checkers Neural Network   + AI, C++ * Dinaki Adventures   + C++, QT |
|  |  | |
|  |  | Seattle, WA |
|  |  | |
|  |  | (907) 750-2617 |
|  |  | |
|  |  | aaron.lee.andrews@gmail.com |
|  |  | |
|  |  | aquinsgreatgames.com |
|  |  | |  |