



# Aaron Bruno

## Game Designer

(808)499-7918 apbruno@ucsc.edu linkedin.com/in/aaron-bruno **Portfolio:** <https://aaronbruno.github.io/aaronbruno/>

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## Work Experience

### Group Tutor

University of California, Santa Cruz | Part-time | Jan 2024 - Present

- Collaborated with teaching staff to enhance student learning experiences
- Helped TA's facilitate discussion sections to support students' understanding of course material
- Provided personalized assistance through tutoring sessions for code debugging, playtesting or Q/A
- Utilized effective communication skills to engage students and foster a safe learning environment
- Demonstrated flexibility and adaptability in addressing diverse student needs and learning styles

### Student Supervisor

University of California, Santa Cruz | Part-time | Jan 2023 - Jan 2024

- Work with the management team and co-workers to ensure that service throughout the dining hall runs smoothly
- Collaborate with team members to complete administrative and routine tasks
- Problem solve with staff to address concerns
- Manage and submit timesheets for each pay period for all the student workers at the dining hall

### Food Service Worker

University of California, Santa Cruz | Part-time | Aug 2021 - Jan 2023

- Provided a welcoming dining experience and exceptional customer service
  - Interacted with customers and resolved customer complaints in a friendly and helpful manner
  - Accurately and efficiently performed various tasks such as food handling and financial transactions
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## Education



2020 - Current (Exp. Graduation June 2024)

University of California, Santa Cruz

B.S. in Computer Science: Game Design

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## Soft Skills

Exceptional Communicator • Leader • Team Player  
• Organized • Problem Solver • Critical Thinker •  
Adaptable • Passionate •

## Hard Skills

C# • C++ • C • Python • Typescript/Javascript • Unity  
• 3D modeling • Adobe Illustrator •  
Adobe Photoshop •