Aaron Bruno

Game Designer

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Work Experience

Group Tutor

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

- Collaborates with teaching staff to enhance student learning experiences
- Facilitates discussion sections to support students' understanding of course material
- Provides personalized assistance through tutoring sessions for code debugging, playtesting or Q/A
- Utilizes effective communication skills to engage students and foster a safe learning environment
- Demonstrates flexibility and adaptability in addressing diverse student needs and learning styles

Student Supervisor

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

- Collaborated with management and staff to ensure quality service throughout the dining hall
- Completed administrative tasks and resolved customer concerns
- Managed and submitted timesheets for the dining hall student workers

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

Notable Projects

Ballistic | University | Production Lead - Level Designer - Gameplay Programmer - Character Artist

Witch Craft | University | Map Designer - Character/Enemy Artist - UI Programmer

Side-Hustle Simulator | University | UI Programmer and Designer

Education

University of California, Santa Cruz

B.S. in Computer Science: Game Design

Sept. 2020 - Present (Exp. Graduation June 2024)

Soft Skills

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

Hard Skills

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