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Aaron Ding

Projects

Thruster - Video Game
2D Unity Editor* (Game link at page bottom)

Present — June 2014

- Currently managing a small team of 3 artists to develop a 2D side-scroller with modular, A.I. generated level design.
- Programming all aspects of the project, e.g. parallax scrolling, object pooling, animation triggers, and object-oriented game controllers.

Systems Architect / Team Member
Nude Fude: Android newsfeed application

June 2014 — April 2014

- Collaborated with a 10-person team to develop a newsfeed application for food enthusiasts, utilizing SQL for server-to-device communication.
- Contributed to U.I. layout, user data management, and practiced AGILE workflow and MVC software pattern.

Skills

- 3+ years experience with C, C++, Java.
- Actively using C#, Swift, and Unity.
- Studied Xcode and Android SDK.
- Reverse engineered basic OpenGL.
- Experience with Agile and Waterfall.
- 8 years competitive gaming experience.

Relevent Coursework

- Software Engineering.
- Design & Analaysis of Algorithms
- Advanced Data Structures
- Basic Data Structure & OO Design.
- Basic & Advanced 2D Unity.
- Basic 3D Unity.

Education

June 2014 — June 2009

University of California, San Diego

Major: Visual Arts (Media)
Minor: Computer Science

Work Experience

iOS & Mobile Technician
Apple, Inc

Present — October 2014

- Quickly identifies technical issues, and advises clients on solutions.
- Consistently keeping clients' appointment time under 10 minutes.
- Stays focused while in a high-stress, fast-paced environment.

Director (Stage Production)
U.C. San Diego Muir Musical

June 2014 — June 2013

- Managed and collaborated with over 60 students to stage a Broadway-scale musical, bringing in a profit of over $15,000.