Aaron Post

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EDUCATION

The Ohio State University   Aug. 2020 - May 2024
Bachelor of Science in Computer Science (cumulative GPA of 3.5)   *Columbus, OH*
- Selected to present 3 games at the Advanced Computing Center for the Arts and Design Open House.
- Named 5x to The Ohio State University's Dean's List. Specialized in Computer Graphics and Game Design.

EXPERIENCE

AR Software Engineer   Jun. 2024 – Present
Trace 3D - Internship   *Columbus, OH*
- Developed a custom tool in C# for exporting 3D Unity scenes to a portable file format, encapsulating mesh data, textures, materials, transforms, hierarchies, and other components such as particle systems.
- Built a 3D web editor using TypeScript and Babylon.js to visualize and customize exported 3D scenes, ensuring full parity between web and Unity environments. Enabled seamless re-importing of modified scenes back into Unity.
- Collaborated with a tightly knit, multi-disciplinary team of developers, designers, and artists.
- Executed bi-weekly Agile sprints and actively contributed to sprint planning meetings.

Game Development Teaching Assistant   Aug. 2023 – May 2024
The Ohio State University - CSE 3902   *Columbus, OH*
- Held office hours twice a week; guided 85+ students to make smart design decisions for 6 large Agile sprints.
- Met monthly with groups of 6 students; reviewed students' code based on high-quality programming practices.
- Graded student projects and provided constructive feedback covering all phases of the development cycle.

Game Development Research Assistant   Mar. 2023 – May 2024
The Ohio State University   *Columbus, OH*
- Designed and developed 3 educational computer simulations and games in a team setting.
- Implemented a data-driven system that walks the user through complex physics experiments step by step.
- Worked with Unity, C#, and .NET; used Git/GitHub Projects for source code and project planning.

PROJECTS

Good Soup Unity Game | *C#, Unity, .NET, Git*
- Led design and development of a polished point-and-click game. Refined mechanics and visuals based on playtests.
- Created a data-driven behavior tree structure to promote smart decisions by the AI agent in the game.
- Programmed 50+ player interactions and iterated on technical art: lighting, particle effects, and animations.

SimpleDrive AWS Application | *C#, .NET, AWS, Windows Forms, Git*
- Developed a Windows Forms app that integrates with AWS services. Users are able to create their own account and securely upload, download, and share files in the cloud.
- Applied AWS knowledge to configure essential components like IAM users, S3 buckets, and Cognito user pools.
- Followed the MVC architectural pattern, and created user-friendly interfaces with the Windows Forms designer.

Lost in the Static Unity Game | *C#, C++, Arduino, .NET, Unity, Git*
- Led design and development of a narrative puzzle game with a diverse team: software engineers, artists, writers.
- Created a radio controller with implemented bidirectional serial communication between Unity and an Arduino.
- Followed circuit diagrams and wired 8 I/O devices to the Arduino: potentiometers, buttons, LCD screen.

ClashCraft Minecraft Plugin | *Java, Spigot API, Maven, Git, XML, JSON*
- Developed a large Minecraft plugin (6500+ lines) in Java for a multiplayer server during free time.
- Created a system for managing persistent data efficiently using Google's GSON API.
- Applied knowledge of graph theory algorithms for pathfinding systems.

TECHNICAL SKILLS

Languages: C#, Java, JavaScript, Python, SQL, HTML/CSS, JSON, XML
Frameworks/Libraries: .NET, Unity, AWS, BabylonJS, Windows Forms, Google API
Developer Tools: GitHub, Azure DevOps, Linux/Unix, Maven, Visual Studio, VSCode, IntelliJ, Eclipse, Unity
Expertise with object-oriented design: Knowledge of common design patterns, SOLID principles