

# Aaron Post

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## EDUCATION

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**The Ohio State University, Columbus OH**

**Aug 2020 - May 2024**

BS in Computer Science, specialization in Game Design (cumulative GPA 3.45)

**Relevant Coursework:** Project Design & Development, Intermediate Game Design, Data Structures

## TECHNICAL SKILLS

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- Programming Languages: C# (and .NET), Java, Python, SQL, C, Scheme48 (Functional), x86 Assembly languages, XML, HTML/CSS
- Development Tools and Frameworks: Visual Studio, VSCode, IntelliJ, Eclipse, Unity, .NET, Maven, Monogame
- Version Control and Project Planning Software: Git, GitHub projects, Milanote, Trello
- Expertise with object-oriented design and common design patterns

## WORK EXPERIENCE

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**Game Design and Development Research Assistant**

**Mar 2023 - Present**

*The Ohio State University, Columbus OH*

- Designed and developed academic video games and simulations in a team setting.
- Collaborated with Metro Early College High School to solve complex Math and Physics problems.
- Discussed design details and planned future projects in regular meetings twice a week.
- Worked with Unity, C#, and .NET; used Git/GitHub Projects for source code and project planning.

**Project Design & Development Teaching Assistant**

**Aug 2023 - Present**

*The Ohio State University, Columbus OH*

- Held monthly meetings with groups of 6 students; reviewed code based high-quality programming practices including readability, high cohesion, and low coupling.
- Held office hours twice a week; guided students to make intelligent design decisions and provided technical support to students for 6 large Agile sprints (labs).
- Graded student labs and provided constructive feedback covering all phases of the design cycle.

## RELEVANT PROJECTS

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**Legend of Zelda Game Development** - Planned and executed 5 Agile sprints. Led a group of 6 students to create a Zelda game. Focused on high quality code and wrote weekly code reviews. Managed tight deadlines and debugged difficult problems with peers' code. (C#, .NET, Monogame, Github)

**Networking File Transfer Programs** - Created file transfer programs that read files, separate data in packets, and transmit packets between a client and server using TCP and UDP. Implemented time-outs, ACKs, and retransmissions. (Python)

**Database Development** - Created a database for an imaginary client. Followed through the complete design process, including creating an EERD, relational schema, and functional SQL database. (SQLite)

**Unity Puzzle Game Design/Development** - Designed and developed 4 short puzzle games. Programmed many C# scripts and created animations, 3D and 2D art assets, particle effects, and sound effects for each project. Rigorously playtested to tweak mechanics and visual elements. (C#, .NET, Unity, Photoshop)

**Stern Gerlach Simulation and Einstein's Quest** - Designed and developed 2 prototype simulations/games that teach quantum physics. (C#, .NET, Unity, Github)