

Aaron Post

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EDUCATION

The Ohio State University, Columbus OH

Aug 2020 - May 2024

BS Computer Science major, specialization in Game Design.

Overall GPA 3.45; AU2023 semester GPA 3.825

TECHNICAL SKILLS

- C# (and .NET), Java, Python, SQL, C, Scheme48, x86 Assembly languages, XML, HTML.
- Visual Studio, VSCode, IntelliJ, Eclipse, Unity, Maven, Monogame.
- Git, GitHub projects, Milanote, Trello
- Strong knowledge of object-oriented design and common design patterns.

WORK EXPERIENCE

Game Design & Developer Undergraduate Research Assistant

Mar 2023 - Present

The Ohio State University, Columbus OH

- Designed and developed academic video games and simulations with a group of 8 students.
- Collaborated with Metro Early College High School to solve complex Math and Physics problems.
- Key contributor in semi-weekly meetings; discussed design details and planned future projects.
- Worked with Unity, C#, and .NET; Used Git/GitHub Projects for source code and project planning.

Project Design & Development Undergraduate Teaching Assistant

Aug 2023 - Present

The Ohio State University, Columbus OH

- Holding monthly meetings with each group of students. Discussing design philosophy
- Held weekly office hours and provided technical support for students in a Project Design and Development class that required students to create 6 very large Agile sprints (labs).
- Graded student labs and provided constructive feedback covering all phases of the design cycle.
- Checked student lab work for high-quality programming methods: low coupling and high cohesion.

RELEVANT PROJECTS

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

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

3-D Pacman Unity Development - Designed and developed an isometric, 3D Pacman game on a team of 3 over a span of 2 weeks. Created dynamic UI elements and used unique shader effects. (C#, .NET Framework, Unity)

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. (SQL)

Minecraft Plugin Development - Designed and developed a vertical slice of a recreation of the mobile game Clash of Clans, adapted to be played in Minecraft. Created a system for storing large sums of persistent data efficiently. Integrated with sophisticated APIs. (Java)