

# Aaron Thurston

aaron.thurston27@gmail.com

Los Angeles, CA

404-680-2119

## Education

**Georgia Institute of Technology, Atlanta, GA**

*B.S Computer Engineering (Graduated May 2018)*

## Work Experience

**Yotta Studios, Los Angeles, CA**

*Technical Game Designer*

*August 2024 – Present*

- Prototyping various features for an open world, single player experience in Unreal Engine 5 using C++, Lua script and Blueprint.
- Assisting level designers to create scripted level sequences and AI behaviors.
- Designing a combat model that allows players to create and customize a team of characters to overcome various challenges.
- Creating designer friendly systems and tools to assist level prototyping and iteration.

**Riot Games, Los Angeles, CA**

*Technical Game Designer (3C)*

*August 2023 – May 2024*

- Took ownership of core movement and gunplay systems to support the combat vision of an unannounced PvPvE First Person Shooter project developed in Unreal Engine 5.
- Designed and implemented combat movement features such as mantling and prone using C++, while working with level design to establish guidelines and tuning parameters.
- Created, tuned, and balanced weapons and bullet ballistics to support the title's combat model.
- Collaborated with combat and level designers to create holistic combat models and intended player experience.
- Created documentation detailing specification, implementation and overall design goals of various features.

**Mountaintop Studios, Remote**

*Gameplay Engineer*

*May 2021 – May 2023*

- Built, polished and maintained fundamental, deterministically driven gameplay systems for **Spectre: Divide**, a competitive, multiplayer first person shooter built in Unreal Engine 4 (Weapon/Inventory systems, Movement mechanics, Gameplay Abilities, Shot Reconciliation, Audio, Animation and economy).
- Worked with engineers to create a custom, in-house deterministic networking system for smooth, fully predicted gameplay while retaining maximum gameplay accuracy and minimal interruption.
- Utilized Unreal Engine Gameplay Ability System (GAS) and in-house, Typescript based scripting system to realize gameplay abilities and features throughout the title.
- Collaborated with gameplay animators to integrate and optimize animation systems to support the various abilities and weapons in the title.
- Served as one of the primary engineers responsible for assisting designers in implementing, iterating and polishing gameplay abilities and features written in proprietary scripting language.

**Hardsuit Labs, Seattle, WA**

*Gameplay Engineer*

*April 2020 – May 2021*

- Implemented core gameplay systems and mechanics for the Unreal Engine 4 first-person adventure title Vampires The Masquerade: Bloodlines 2
- Worked with the design team to offer technical consultation and full realization of game features from prototype to polish.
- Utilized multiple engineering disciplines such as audio, UI, and AI to create a cohesive gameplay experience.
- Fixed game crashes and bugs that surface during development.
- Optimized and debugged titles for Xbox and Playstation consoles using development kits.