

Dangc Aaron

Web and Game developer

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Relevant Coursework

CSE 20 - Intro to Python

- Learn fundamentals of python
- Learn Object Oriented Programming
- Learn Basic data structures (Lists,sets,stacks,tuples)

CSE 30 - Programming Abstractions for Python

- Learning more advanced topics of pythons
- Generators and Recursion

OAKES 189 - Building Websites for Social Change

- Learn how to wireframe and prototype website
- Quality Assurance
- Learn website builder called WebFlow

CMPM 80k- Foundations of Video Game Design

-Learn fundamentals of Game Design
(Construct and Twine)

CMPM 120 - Game Development Experience

- Learn to create game from ideation to actual game
- Learn collaborate and work with team
- Learn Phaser 3 JS game framework
- Learn about Prefabs in JS as well as mapping out characters to sprite sheet and putting on game

SKILLS

Python

React

HTML,CSS,JS

Phaser 3 framework JS

WebFlow

Twine

JQuery

Construct

Git and github

Google Sheets

Google Docs

Google Slides

Adobe Photoshop

Communication

Flexible

Unity

Godot

LANGUAGES

English

- Learn about scene transitions, tweening, save game data between scene

Art 101 - Computer Programming for the arts

- Learn Fundamentals of Web (HTML, CSS, JS)
- Learn jQuery and Ajax to make API calls
- Learn about APIs

EDUCATION

Golden Valley High School, Merced — High School *Degree*

March 2016 - June 2020

University of California of Santa Cruz, — Bachelors of Art and Design *Games and Playable Media*

September 2020 - June 2024

PROJECTS

Art 101 Website — *My Project work for my Art 101 Class Learned the Basics of HTML, CSS, JS, JQuery,*

<https://adanglol.github.io/art101/>

[https://adanglol.github.io/endangered-par
k/](https://adanglol.github.io/endangered-par
k/)

CMPM 120 Website — *My Project work for my game in 120 Class Learned the Phaser 3 game framework for JS to make a game*

<https://remogarc.github.io/CMPM120Final/>

<https://adanglol.github.io/ThePendant/>

<https://adanglol.github.io/MyAdventure/>

Artg170 — *My Project work for my games in 170 Class Learned Unity and used Phaser and Godot*

<https://jodortiz.itch.io/brain-rhapsody>