Hello
I'm Aaron Dangc

My Website : https://adanglol.github.io/

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Skills

Proficient in version control using Git and Github.

Experienced in game development using Unity, Godot, and Phaser, with expertise in creating various game mechanics and features.

Skilled in web development technologies including HTML, CSS, JavaScript (JS), React, Python, and jQuery.

Strong communication and adaptability in team environments.

Experience

202 Winter Quarter

Chimera – *Programmer*

- Implementation of Medusa Boss (Different States, Attacks, Abilities)
- Full Screen Manager
- UI implementation (Menu, Credits, GameOver, Body Part Select, Overlays)
- Boss Pointer system
- Debugging hitboxes for bosses

2023 Fall Quarter

Brain Rhapsody – *Programmer*

- Coordinated with 4 others to help create a bullet hell type game
- Implemented health system associated with the player and various forms
- HUD implementation for the game
- Implemented UI for Menu Screen and Game Over Scene
- Implemented Score System for when player takes down mob
- Implemented the shooting for aqua character

September 2023 Fall Quarter

Unlocked – *Programmer*

- Coordinated with more than 4 to help create an escape room type game
- Implemented Drag and Drop for puzzle
- Implemented 3D movement and interactable objects
- Implemented the sprites and click events
- UI implementation (GameOver,Menu,Credits)
- Key puzzle implementation
- Wireframing and Sceneflow using MiroBoard to ideate

September 2023 Fall Quarter

Green Serenity – *Programmer*

- Coordinated with 4 others to create a web game that is Discography of minigames using audio and voice input
- I implemented the WebSpeech API to detect voice input which then use in various minigame
- Planned out with other peers what we want to invoke , we wanted feeling of serenity or peace so called green serenity
- Implemented Menu, Scene Setup and Transitions
- Added audio and image assets into each minigame

2023 Spring Quarter

Cosmic Cleanup – *Lead Programmer*

- .Coordinated with 4 others to create a game using Phaser we decided to make a platformer
- Implemented character movements and physics
- Implemented pickable objects
- Implemented Scene Transitions
- Implemented Settings feature to mute the game
- Added animated sprite when character moves
- Also added flipping sprite when they move left and right