

# Hello

## I'm Aaron Dange

(209) - 355 - 9633  
adraging@gmail.com

## Skills

Some skills I have include being able to use version control using Git and Github. Also have experience with Unity, Godot, and Phaser to create games with. Also have knowledge in other things such as web development HTML, CSS, JS, React, Python, jQuery. I am also very communicative and flexible in a working environment.

## Experience

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

2023 Fall Quarter

### **Team CAJ** – *One of the Lead Game Programmers for Brain Rhapsody*

- 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
- Learned about C# and Unity2D

September 2023 Fall Quarter

### **Team Whatever Let's Escape** – *Lead Programmer for Unlocked*

- Coordinated with more than 4 to help create an escape room type game
- Implemented Menu, Credits, and Game Over
- Implemented Drag and Drop for puzzle
- Implemented 3D movement and interactable objects for another puzzle
- Implemented the sprites and click events
- Learned using GDScript and Godot, also experience with a 3D game
- I made the game and took all assets from my peers to create it

September 2023 Fall Quarter

**Team Green Bean Dream Team** - *Lead Programmer for Green Serenity*

- 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
- Helped me understand Phaser