Aaron Edillo

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Objective

To acquire an entry-level position to leverage my current educational background, volunteer experience, and freelance development skills

Skills & Abilities

Effective communication, leadership, strong interpersonal skills; Visual Basic IDE, Unreal Engine, Java, Javascript, C++, C#, Python, Microsoft Office 365, Discord

Sophomore Project – Developed full game stack with storyboard, utilizing Unreal Engine

Senior Project – Developed Java based facial recognition application with SQL Database

Experience

Front Desk Associate, Ascension

August 2010 – September 2012

- Presidential recognition for exemplary service
- Assisted in the transport and direction of patients
- Assisted in medical equipment logistics

Independent Game Developer, Self-Employed

2012 – Current

- Generated production applications utilizing Unity and Unreal Engine
- Experience working and coordinating with international developers in high pressure environments
- Experience working with community and peer feedback for continued project development using social media platforms such as Twitter and Reddit
- Continued development using Visual Basic IDE using multiple object-oriented programming languages

Education

Oakland University – Pontiac, MI
B.S. Comp. Sci., Minor Mathematics
Graduation, Spring 2023
Concentration: Application Dev and Cybersecurity

References   Eddie Cheng

Distinguished Professor of Mathematics, Oakland University

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