

# Aidan Roberts

## Game Development & Design Student

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Objective	<i>Passionate for the design, development, and balancing of games, with a genuine understanding of what people enjoy. <b>Seeking full-time game design positions.</b></i>	
Education	<b>Rochester Institute of Technology, Rochester, NY</b> <b>Bachelor of Science in Game Design &amp; Development, received Dec 2023</b> <b>Languages:</b> English, Spanish (Written/Verbal)	
Skills	<b>Programming Knowledge:</b> C#, C++, Java, JS, HTML, CSS, Dart, Visual Scripting (in general) <b>Engines &amp; Software:</b> Unity, Unreal, O3DE, MonoGame, Box2D, Google, Git, Visual Studio, Visual Studio Code, Wwise, Audacity, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman <b>Management Tools:</b> Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office	
Experience	<b>Lead Sound Designer / Voice Actor &amp; Technical Game Designer at O3DE</b>   May - Feb 2024 <ul style="list-style-type: none"><li>Creating/implementing all sounds, as well as being the main voice actor and a technical game designer for O3DE's upcoming flagship title. Our team has been tasked to port our semester-long project (State of Matter) from Unity into their game engine. Development will continue until it is officially released on Steam at the end of February. I am primarily working with Wwise, Audacity, C++, and the O3DE Engine.</li></ul> <b>Game Evaluation Intern at Galaxy Interactive</b>   Jun - Aug 2023 <ul style="list-style-type: none"><li>Participated in multiple playtests (weekly) of portfolio companies' games, partaking in conversations with the development teams at a production level for their prototypes and alphas. Responsible for recording and playing in the sessions, writing extensive commentary, and reporting feedback from the team for each game.</li></ul> <b>Unity Development &amp; Quality Assurance Intern at Partie</b>   May - Jul 2022 <ul style="list-style-type: none"><li>Responsible for fully developing a 3D desktop application with Unity. This involved C# programming, project management, asset creation, and creating API functionality. I was also responsible for API testing through Swagger and Postman.</li></ul> <b>Software Engineering Intern at Pypestream</b>   May - Jul 2021 <ul style="list-style-type: none"><li>Participated in daily scrum meetings, developed unit tests, and assisted in secure coding, working closely with a development scrum team in a collaborative remote environment. Worked primarily in JavaScript and React through Visual Studio Code and GitLab.</li></ul> <b>Senior Programming Assistant at Emagination Computer Camps</b>   Jun - Aug 2017 <ul style="list-style-type: none"><li>Taught and helped chaperone teenagers at a summer program. This involved workshops for advanced Java and C#, Photoshop, Unity, and Warcraft III Editor.</li></ul>	
Projects	<b>Knockout Arena</b> <ul style="list-style-type: none"><li>Solo developing an FPS PvE Arena Shooter using Unity/C# for my 2nd time in IGME 580.</li><li>Creating the full concept (and design document) of the game, demonstrating my overall understanding in game design, physics and AI programming, level design, and much more.</li></ul>	<b>1 semester, complete</b>
	<b>State of Matter</b> <ul style="list-style-type: none"><li>Developed an FPS Puzzle/Combat Shooter using Unity/C# in a team of eight for IGME 580: Production Studio. Grant given by O3DE to continue development in C++/their engine.</li><li>I was the Lead Audio Designer, Lead UI/UX Programmer, and Voice Actor, focusing on the creation and implementation of all audio, full UI functionality, and performing all voice lines.</li></ul>	<b>1 semester, complete</b>
	<b>Class of 21XX</b> <ul style="list-style-type: none"><li>Developed a 2D puzzle platformer using Unity/C# during the USC Summer GDD Program.</li><li>I was the Lead Programmer in a team of four, truly learning Unity/C# for the first time and coding functionality for character swapping, abilities, projectile/collision physics, and sound.</li></ul>	<b>2 weeks, complete</b>
Activities	<b>D1 Overwatch Team at Rochester Institute of Technology</b>   Aug - Jul 2020 <ul style="list-style-type: none"><li>Played the Off-Tank role in Tespa matches, leading stats and being shot-caller.</li></ul>	