

Aidan Roberts

Game Designer

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| Objective | <i>Passionate for the design, development, and balancing of games, with a genuine understanding of what people enjoy. Seeking full-time game design positions.</i> | |
| Education | Rochester Institute of Technology, Rochester, NY Bachelor of Science in Game Design & Development, received Dec 2023 Languages: English, Spanish (Written/Verbal) | |
| Skills | Programming Knowledge: C#, C++, Java, JS, HTML, CSS, Dart, Visual Scripting (in general) Engines & Software: Unity, Unreal, O3DE, MonoGame, Box2D, Hammer, Google, Visual Studio, Visual Studio Code, Wwise, Audacity, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman Management Tools: Git, Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office | |
| Experience | Lead Sound Designer / Voice Actor & Technical Game Designer at O3DE May 2023 - Present <ul style="list-style-type: none">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 in early Q3. I am primarily working with Wwise, Audacity, C++, and the O3DE Engine. Game Evaluation Intern at Galaxy Interactive Jun - Aug 2023 <ul style="list-style-type: none">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. Unity Development & Quality Assurance Intern at Partie May - Jul 2022 <ul style="list-style-type: none">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. Software Engineering Intern at Pypestream May - Jul 2021 <ul style="list-style-type: none">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. Senior Programming Assistant at Emagination Computer Camps Jun - Aug 2017 <ul style="list-style-type: none">Taught and helped chaperone teenagers at a summer program. This involved workshops for advanced Java and C#, Photoshop, Unity, and Warcraft III Editor. | |
| Projects | Knockout Arena <ul style="list-style-type: none">Solo developed an FPS PvE Arena Shooter using Unity/C# for my 2nd time in IGME 580.Created the full concept (and design document) of the game, and the project demonstrates my overall understanding in game and level design, physics programming, AI, and more. State of Matter <ul style="list-style-type: none">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.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. Class of 21XX <ul style="list-style-type: none">Developed a 2D puzzle platformer using Unity/C# during the USC Summer GDD Program.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. | 1 semester, complete 1 semester, complete 2 weeks, complete |
| Activities | D1 Overwatch Team at Rochester Institute of Technology Aug - Jul 2020 <ul style="list-style-type: none">Played the Off-Tank role in Tespa matches, leading stats and being shot-caller. | |