

Aaron Piotrowski

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EDUCATION

University of California, Santa Cruz
Summer 2012 – Spring 2015
Computer Science: Computer Game Design
Graduating GPA: 3.60

PROJECTS

A Room Too Far (C#, Unity):

- 4-player cooperative dungeon crawler on an arcade machine. I designed and implemented the front-end of our level-editor, and worked on chunks of gameplay, including UI, game feel features, the loot system, and the camera system.

Erowid Data Scraping and Visualization (JavaScript):

- Coded a web scraper that programmatically searches the Erowid Experience Vaults, parses through the results, and amasses the data needed for the visualization.

SwollTracker (Java, AndroidSDK)

- With a team of two, wrote an Android app in Java that assists the user with their gym workouts. Coded an automatic rep-counter that uses the inbuilt accelerometer to detect repetitions.

AI for StartCraft: Brood War (C++)

- Using a script-injection tool for StartCraft: Brood War, implemented a decision tree for three Terran Vultures. Caused the units to disable a large Zerg base using kiting tactics.

Voxel Arena (C#, Unity)

- With a team of two, Implemented a 2-player arena deathmatch that uses voxel terrain as the playspace, and allows players to both destroy and construct terrain with their weapons.

Personal projects (All in C#, Unity):

- Procedural dance generator that moves the limbs of a humanoid ragdoll to keep itself balanced upright, and dance.
- A voxel system that tessellates rhombic dodecahedrons instead of cubes.
- A fractal generator that instantiates fractals shapes progressively, using an L-System and custom grammars.

SKILLS

C#, Unity3D, JavaScript, Java, C++, C, AI, Procedural generation, Eclipse, MonoDevelop, XCode, Unix, Git, Android SDK, Game Design, SCRUM, Project Management

WORK EXPERIENCE

U.S. Army, Active Duty
January 2006 – November 2009
Combat Engineer

- Performed route clearance and trained the Iraqi Army in Baghdad, Iraq. Positions held include Team Leader, Truck Commander, Bradley Operator, and Gunner.