AREN TAYLAN

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EDUCATION

University of Texas at Dallas | B.S., Computer Science | *Expected May 2020*

EXPERIENCE

Gameplay Programmer - **Rice Games** June 2019 - Present

- Develop core gameplay features for indie game *Shujinkou* using Unity and C#.
- Works in a team of programmers, artists, and designers, using Git for version control.
- Agile development cycle, bi-weekly meetings, participate in code reviews.

Software Engineer Intern - **Texas Education Agency** June 2019 - August 2019

- Worked as a member of a team developing Java-based Selenium regression testing algorithms for the Texas Education Agency's eGrants and FSA systems.
- Attended SCRUM meetings and used software such as Jenkins and TeamForge to coordinate work.
- Gained experience using SVN version control.

PROJECTS

Memory Editor Assistance - C++, Personal Project

- Developed a program to analyze and edit long lists of hexadecimal data in order to make modifying the ROM data of the Nintendo 64 game *The Legend of Zelda: Ocarina of Time* more efficient.

ROMP - Unity, C# - Chillenium 2019 Submission | https://rpgwaker.itch.io/romp

- Created in under 48 hours with a team of four. I was responsible for a majority of the programming features, includes the camera movement, player movement, game functionality, physics and collision.

3D Terrain Generator - Java, OpenGL, Personal Project

- Using OpenGL and LWJGL libraries in Java, created an engine that renders a 3D terrain based off a terrain map image file. In the engine, the camera can be manipulated in multiple directions, allowing full exploration of the terrain.

SKILLS

Languages: C++, Java, C#, GML, Unity
Frameworks/OS: OpenGL, Git, LWJGL, Windows
Software: Unity, Visual Studio, Jenkins, Unreal, Game Maker, Blender, Adobe Photoshop, TeamForge, Asana, Selenium, Git/GitHub, SVN
Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Computer Architecture, Artificial Intelligence, Database Systems, Automata Theory

ACTIVITIES

Game Developer Alliance

- A club for students interested in game development and gameplay programming