

Brian Aston

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Education

University of California, Santa Cruz - Santa Cruz, CA

Bachelor of Science: Computer Science: Game Design, 2014

Professional Experience

Claims Processor - Brayton & Purcell 08/2018 - 12/2020

- Process bankruptcy claims for asbestos inflicted clients
- Work with large data sets to determine eligibility of clients.

Web Programmer, IT Assistant - Greensheet, 08/2016 to 08/2018

- Software developer using HTML/CSS/Javascript to modernize business website
- Assisted employees with technical issues

Warehouse Manager - Rocken-Tech 08/2014 to 08/2016

- Managed warehouse orders and shipments to clients
- Customer Service representative

Technical Skills

Programming Languages: C#, Javascript, HTML/CSS

Projects

Intrigue - C#

Roles: Team Lead, Programmer, Designer

Senior Project. Design prize winner at UCSC Sammys. Worked on artificial Intelligence, UI, player controls, animation controls, game design. Led team of 10 people including artists and programmers. Saw the project through each phase of development: prototyping, building, testing, and deployment.

Asteroid Field - C#

Roles: Programmer, Artist

2 week project. Remastered Asteroid Game. Worked on game design & logic. Emulated logic and control of the original Asteroids game to "remake" the game.

Slot Reel Emulation - C#

Roles: Programmer

Small 1 day project. Emulates the essential functions of a slot reel. Retrieves slot results from JSON files and displays them appropriately.

Match 3 Game - C#

Roles: Programmer

2 month project making a basic Match 3 game clone of Bejeweled.

Solitaire - 2020 - C#

Roles: Programmer

Clone of solitaire game.