

# Christopher Aytona

<https://aytona.github.com>

Software Developer

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Toronto, ON Canada

## EXPERIENCE

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- **Game Programmer** Toronto, ON  
*Transhumanoid Productions* 2016 - 2017
  - **User Interface:** First-person UI development using C# with Unity
  - **Git:** Assisted in project version management using Git
  - **Scrum:** Weekly sprints with project manager and lead programmer to keep development on pace
- **Programmer Intern** Toronto, ON  
*Ruckus Games* 2015 - 2016
  - **Mobile Developer:** Responsible for developing a mobile game for iOS and Android
  - **Git:** Project version manager using Git and hosted on GitHub
  - **Unity:** Game development using Unity game engine and C# programming language

## EDUCATION

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- **Sheridan College** Oakville, ON  
*Honours Bachelor in Computer Science* 2018 - Present
- **George Brown College** Toronto, ON  
*Advanced Diploma in Game Programming; GPA: 3.6* 2017
  - **Accomplishments:** Graduate with Honours, Dean's List, Student Representative, Student Leadership Academy, IGDA Chair of Student Representatives

## PROJECTS

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- **Pocket Battle** 2017  
*Swift* [github.com/aytona/PocketBattle](https://github.com/aytona/PocketBattle)
  - **iOS:** Mobile game app inspired by PokemonGo
  - **Features:** Multi-touch functionality implemented using multi-threading
- **Endless Runner** 2016  
*C#* [github.com/aytona/YogurtEndlessRunner](https://github.com/aytona/YogurtEndlessRunner)
  - **Mobile:** Game app developed for iOS and Android
  - **Pooling:** Implemented object pooling technique for more efficient resource management
  - **Version Control:** Main project version manager using Git and GitHub
- **OpenGL Rendering** 2017  
*C++* [github.com/aytona/OpenGLRendering](https://github.com/aytona/OpenGLRendering)
  - **API:** Uses OpenGL API to render 3D objects
  - **3D-Math:** Object calculations using vector math
- **Portfolio Site** Ongoing  
*JavaScript & HTML & CSS* [github.com/aytona/aytona.github.io](https://github.com/aytona/aytona.github.io)
  - **Front-End:** Web design using Bootstrap and Font Awesome
  - **Tools:** Other tools and frameworks used such as PDFObject and jQuery

## TECHNICAL SKILLS

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- **Languages:** C# — C++ — C — Swift — Java — Python — JavaScript — HTML/CSS
- **Tools:** Unity — Unreal Engine — Git — Perforce — Bash — Windows — Linux — UNIX
- **Frameworks:** Bootstrap — jQuery — SpriteKit — RakNet — SFML — OpenGL — DirectX

## VOLUNTEER

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- **Student Volunteer** 2017  
*George Brown College* Tech @ GBC
- **Volunteer Staff** 2017  
*The Global Game Jam* GBC Global Game Jam
- **Volunteer Staff** 2016  
*International Game Developers Association* Eat Play Mingle