

Christopher Aytona

<https://aytona.github.com>

Software Developer

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Toronto, ON Canada

EXPERIENCE

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

Sheridan College

Oakville, ON

Honours Bachelor in Computer Science; GPA: 3.53

2021

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-GBC Chair of Student Representatives

PROJECTS

Pocket Battle

2017

Swift

github.com/aytona/PocketBattle

- **Mobile Development:** Game app inspired by PokemonGo for iOS
- **Multi-Touch:** Multi-touch functionality implemented using multi-threading

OpenGL Rendering

2017

C++

github.com/aytona/OpenGLRendering

- **OpenGL Library:** Uses OpenGL API to render 3D objects
- **3D-Math:** Object calculations using vector math

Endless Runner

2016

C#

github.com/aytona/YogurtEndlessRunner

- **Mobile Development:** Game app developed for iOS and Android
- **Resource Pooling:** Implemented object pooling technique for more efficient resource management
- **Version Control:** Main project version manager using Git and GitHub

Portfolio Site

Ongoing

JavaScript & HTML & CSS

github.com/aytona/aytona.github.io

- **Front-End:** Web design using Bootstrap and Font Awesome
- **Frameworks:** Other tools and frameworks used such as PDFObject and jQuery

TECHNICAL SKILLS

Languages: • 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

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