Christopher **Aytona**

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Toronto, On

Technical Skills

Languages: C++ • C# • HTML/CSS • JavaScript • Python • Java
Engines/Frameworks: Unity3D • Unreal Engine • SFML • OpenGL • DirectX
Tools: Git • XCode • Visual Studio

Experience

Programmer Intern   2015 - Present
Ruckus Games   Toronto, On
- Rapid prototyping of a game for mobile
- Group work through Slack and version control through GitHub
- Generalist programmer using Unity C#

Student Tutor   2015 - 2016
George Brown College   Toronto, On
- Assisted students with programming and game development related assignments and questions
- Provided mentorship and guidance to other students studying programming

Projects

Close Encounters   2015
Generalist Programmer   Unity3D | C#
- 2D Letter-shooting game done in 1 week on Unity for George Brown College game contest

Dark Spirits   2016
Generalist Programmer   Unity3D | C#
- Side-scrolling RPG created in Unity for the Global Game Jam 2016

Education

George Brown College   Graduating May 2017
Game Programming, Advanced Diploma   Toronto, On
- Cumulative GPA: 3.67/4.00
- Dean's Honour List (Winter 2015), (Winter 2016)
- Student Representative

References available upon request