

# Christopher Aytona

<https://aytona.github.io>

Toronto, Ontario

## Experience

---

Programmer Intern December 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 September 2015 - May 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

## 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

## Technical Skills

---

**Languages:** C++ • C# • HTML/CSS • JavaScript • Python

**Engines/Frameworks:** Unity3D • Unreal Engine • SFML • OpenGL • DirectX

**Tools:** Git • XCode • Visual Studio

## Projects

---

Close Encounters March 2015  
Generalist Programmer Unity3D | C#

- 2D Letter-shooting game done in 1 week on Unity for George Brown College game contest

Dark Spirits February 2016  
Generalist Programmer Unity3D | C#

- Side-scrolling RPG created in Unity for the Global Game Jam 2016

References available upon request