

Christopher Aytona

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Toronto, On

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