

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 - 2016
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

RecognizingBlobs 2015
Sole Programmer C++

- Data structures assignment for school, showcasing recursion and bit arrays

YogurtEndlessRunner 2015 - 2016
Generalist Programmer Unity3D | C#

- Endless runner game built for Android and iOS using Unity3D

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