

Christopher Aytona

<https://aytona.github.io> | christopher.aytona@gmail.com
Toronto, On

Technical Skills

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

Experience

Game Programmer 2016 - Current
Transhumanoid Productions

- Development of an Adventure Role-Playing Game using Unity C#
- Version control using Git and GitLab
- Agile development focusing on weekly sprints

Programmer Intern 2015 - 2016
Ruckus Games

- Rapid prototyping of a game for mobile
- Group work through Slack and version control through GitHub
- Generalist programmer using Unity C#

Projects

RecognizingBlobs 2015
Sole Programmer C++

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

YogurtEndlessRunner 2015 - 2016
Game Programmer C#

- Endless runner game built for Android and iOS using Unity3D

Education

George Brown College Graduating May 2017
Game Programming, Advanced Diploma

- Cumulative GPA: 3.67/4.00
- Dean's Honour List (Winter 2015), (Winter 2016)
- Student Representative
- IGDA GBC Club Director of Student Representatives

References available upon request