

Christopher Aytona

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Experience

-
- Game Programmer**, Transhumanoid Productions Jul 2016 - Jan 2017
- UI development of a game using Unity3D engine
 - Worked within a team online with guidance from a lead programmer
 - Helped with project management using Git Bash
- Programmer Intern**, Ruckus Games 2015 - 2016
- Responsible for developing a mobile game using Unity3D that is within the designer's vision
 - Main project manager using Git
 - Attended weekly scrum meetings for build updates and milestone updates

Education

-
- Game Programming**, George Brown College 2017
Advanced Diploma Toronto, ON
- Cumulative GPA of 3.6 / 4.0
 - Dean's Honour List of Winter 2015, 2016, and 2017
 - Student Representative
 - IGDA GBC Director of Student Representatives

Projects

-
- Pocket Battle**, Swift 2017
<https://github.com/aytona/PocketBattle>
- A mobile game app built using SpriteKit for iOS
 - Inspired by PokemonGo, it's a local multiplayer tap/swift battle game
 - Features multi-touch functions and fast gameplay
- Yogurt Endless Runner**, C# 2016
<https://github.com/aytona/YogurtEndlessRunner>
- Endless runner game built using Unity3D for Android and iOS
 - Created gameplay logic and player/touch controls
 - Main project manager using Git
- OpenGL Rendering**, C++ 2017
<https://github.com/aytona/OpenGLRendering>
- 3D Rendering of different shapes using OpenGL
 - Calculations of shapes using only vector math
- Predator-Prey Simulator**, Java 2016
<https://github.com/aytona/PredatorPreyJava>
- Simulates a board of 2 similar classes using Object-oriented programming
 - Class main functions created through inheritance
- Warframe Memory Game**, JavaScript 2015
<https://github.com/aytona/MemoryGame>
- Web-based memory card game created using JavaScript
 - Web-page stylized using HTML and CSS

Technical Skills

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