

Christopher Aytona

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Professional Experience

Programmer December 2015 - Present

Ruckus Games

- C# gameplay programming using Unity3D
- Project management using GitHub
- Agile team with scrum meetings once a week

Tutor September - December 2015

George Brown College

- Basic HTML5, CSS, and JavaScript web page tutorials
- Helping students with their Unity3D game project using C#
- Working efficiently with no supervision

Summer Student Summers of May 2011 - August 2014

MPAC

- Data Entry
- Working in an office environment
- Training new students
- Quality assurance training

Technical Knowledge

Programming: C++, C#, JavaScript, Python, HTML5, CSS

Game Engines: Unity3D, Unreal Engine

Version Control: Git

Education

Game Programming May 2017

George Brown College

Relevant Courses:

- iOS Game Development
- Android Game Development
- Console Game Development
- Data Structures & Algorithms
- Virtual Reality Game Development