

# Christopher Aytona

<https://aytona.github.com>

Software Developer

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Toronto, ON Canada

## EXPERIENCE

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### Game Programmer

Toronto, ON

*Transhumanoid Productions*

2016 - 2017

- **User Interface:** First-person UI development using C# with Unity
- **Git:** Assisted in project version management using Git
- **Scrum:** Weekly sprints with project manager and lead programmer to keep development on pace

### Programmer Intern

Toronto, ON

*Ruckus Games*

2015 - 2016

- **Mobile Developer:** Responsible for developing a mobile game for iOS and Android
- **Git:** Project version manager using Git and hosted on GitHub
- **Unity:** Game development using Unity game engine and C# programming language

## EDUCATION

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### Sheridan College

Oakville, ON

*Honours Bachelor in Computer Science; GPA: 3.53*

2021

### George Brown College

Toronto, ON

*Advanced Diploma in Game Programming; GPA: 3.6*

2017

- **Accomplishments:** Graduate with Honours, Dean's List, Student Representative, Student Leadership Academy, IGDA-GBC Chair of Student Representatives

## PROJECTS

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### Pocket Battle

2017

*Swift*

[github.com/aytona/PocketBattle](https://github.com/aytona/PocketBattle)

- **Mobile Development:** Game app inspired by PokemonGo for iOS
- **Multi-Touch:** Multi-touch functionality implemented using multi-threading

### OpenGL Rendering

2017

*C++*

[github.com/aytona/OpenGLRendering](https://github.com/aytona/OpenGLRendering)

- **OpenGL Library:** Uses OpenGL API to render 3D objects
- **3D-Math:** Object calculations using vector math

### Endless Runner

2016

*C#*

[github.com/aytona/YogurtEndlessRunner](https://github.com/aytona/YogurtEndlessRunner)

- **Mobile Development:** Game app developed for iOS and Android
- **Resource Pooling:** Implemented object pooling technique for more efficient resource management
- **Version Control:** Main project version manager using Git and GitHub

### Portfolio Site

Ongoing

*JavaScript & HTML & CSS*

[github.com/aytona/aytona.github.io](https://github.com/aytona/aytona.github.io)

- **Front-End:** Web design using Bootstrap and Font Awesome
- **Frameworks:** Other tools and frameworks used such as PDFObject and jQuery

## TECHNICAL SKILLS

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**Languages:** • C# • C • Swift • Java • Python • JavaScript • HTML • CSS

**Tools:** • Unity • Unreal Engine • Git • Perforce • Bash • Windows • Linux • UNIX

**Frameworks:** • Bootstrap • jQuery • SpriteKit • RakNet • SFML • OpenGL • DirectX

## VOLUNTEER

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### Student Volunteer

2017

*George Brown College*

*Tech @ GBC*

### Volunteer Staff

2017

*The Global Game Jam*

*GBC Global Game Jam*

### Volunteer Staff

2016

*International Game Developers Association*

*Eat Play Mingle*