Christopher Aytona

https://aytona.github.io

Software Developer

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Toronto, ON Canada

EXPERIENCE

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

Sheridan College
Oakville, ON
Honours Bachelor in Computer Science; GPA: 3.65
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

Pocket Battle
2017
Swift
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
- **OpenGL Library**: Uses OpenGL API to render 3D objects
- **3D-Math**: Object calculations using vector math

Endless Runner
2016
C#
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
- **Front-End**: Web design using Bootstrap and Font Awesome
- **Frameworks**: Other tools and frameworks used such as PDFObject and jQuery

TECHNICAL SKILLS

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

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