

Aaron Mumper

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Portfolio

Large Projects

- **Cerulean Singe** - A first-person souls-like game made with Unity and Blender. ([Steam Page](#))
- **K.R.O.B.I.F.** - A movement shooter sandbox made with Unity and Blender. ([Itch.io Page](#))

Experience

- **Solo Indie Game Developer** (2021 - Current)
 - Experience in many fields of development (Art, Animation, Programming, Level Design, Character Design, Environment Art, Texturing, etc.)
 - Constantly learning new software and skills to reach my goals.
 - Community management and social media marketing.

Skills and Software Proficiency

- Unity Engine
- C#
- Blender
- Photoshop
- Premiere
- Github