Aaron Barnett | Software Developer

Skills

Programming Languages: C++, Unreal Visual Blueprints, Python
Software: Unreal Engine, Perforce, Git, Sourcetree, Jira, Confluence

Experience

SensorOps, 3D/C++ Developer | Full-time, *September 2023 – Present*

- Spearheading the development of cutting-edge tools aimed at enhancing personnel training and generating synthetic data for machine learning within Unreal Engine.

- Contributing innovative solutions that allow for highly extensible and maintainable systems.

- Collaborating closely with a cross-functional team consisting of artists, programmers, and QA.

Cornered Rat Software, Unreal C++ Developer | Part-time, *July 2023 – Present*

- Integral part of an international team of over 40 professionals driving the migration of WWII Online to Unreal Engine.

- Conducting in-depth analysis of pre-existing game systems and implementing robust C++ solutions.

- Playing a pivotal role in crafting comprehensive technical documentation for newly implemented and legacy systems, ensuring seamless knowledge transfer within the team.

Indie Game Developer, Gameplay Programmer | Full-time, *May 2021 – July 2023*

- Collaborated closely with a skilled artist to conceptualize and develop games and experiences in Unreal Engine.

- Led the development of core components, including character movement, camera control, gameplay mechanics, AI, UI, game mode logic, and animation logic using a combination of Blueprints and C++.

- Demonstrated proficiency in installing and maintaining Perforce Helix Core version control software, fostering an environment of effective team collaboration.

Education

University of Kentucky College of Engineering | *August 2018 – May 2021*

- Bachelor of Science (BS) in Computer Science, Minor in Mathematics