

Aaron Barnett

Gameplay Programmer

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EDUCATION

University of Kentucky - *Bachelor of Science in Computer Science,
Minor in Mathematics*

August 2018 - May 2021

Relevant Major Coursework: Game Development, Computer Networking, Artificial Intelligence, Machine Learning, Sequential Decision Making

Relevant Minor Coursework: Matrix Algebra, Multivariable Calculus, Differential Equations, Statistics and Probability

PROJECTS

Balloon Boppers

Balloon Boppers is a 2 to 4 person local multiplayer arena shooter in which the players are continuously falling. The players can only move around the arena using a grappling hook. Along with fighting others, players must stay in the arena to stay alive. To win, the player must have the most kills by the end of the timed match. Developed in Unreal Engine 5 by myself and one artist.

Delta V Innovations Database - Senior project with crash reconstruction industry client Delta V Innovations Inc.

Led a twelve week project where our four person team was paired with an industry client to develop a MySQL database and accompanying file upload application. I led all team and client meetings, working to ensure strong communication within our team and with our client. I set and managed our milestones, developed the user interface for our application using Java and Swing, and designed an algorithm to quickly remove duplicates from our large data sources.

SKILLS

Embraces teamwork

Attention to detail

Self-directed learner

LANGUAGES/TECHNOLOGIES

Proficient: C++, Blueprints, Unreal Engine 5, JetBrains Rider, Perforce

Prior Experience: C#, Python, Unity