

Aaron Barnett

Game Programmer

Website: tinyurl.com/aaronbarnett

EDUCATION

University of Kentucky - Bachelor of Science in Computer Science,
Minor in Mathematics
August 2018 - May 2021

Game Relevant Courses: Game Development, Matrix Algebra,
Multivariable Calculus, Differential Equations, Statistics and
Probability, Physics, Computer Networking, Systems
Programming, Software Testing, Software Engineering
Techniques, Artificial Intelligence, Machine Learning,
Reinforcement Learning, Database Systems

Bluegrass Community and Technical College - Associate of Science
August 2016 - May 2018

EXPERIENCE

Cornered Rat Software: Volunteer Unreal Engine Developer
July 2023 - Present

Working with an international team of over 40 people to upgrade WWII Online to Unreal Engine 5. WWII Online is the very first massively multiplayer online first-person shooter ever created and holds three Guinness World Records. My core responsibilities include examining existing software systems as well as writing correct and maintainable code. Other responsibilities include working with the lead developer to create task deliverables, autonomously managing my schedule and workflow, and writing technical documentation.

Balloon Boppers: Game Programmer
June 2023 - July 2023

Balloon Boppers is a 2 to 4 person split-screen arena shooter developed in Unreal Engine 5 by myself and one artist. Available on Itch.io. My responsibilities included all programming for the character movement, gameplay mechanics, game mode, HUD UI, menus, and sounds. Some work samples can be found on my website and GitHub.

Delta V Innovations: Team Lead and UI Programmer
February 2021 - May 2021

Led a twelve week project where our four person team was paired with a crash reconstruction industry client. The goal was 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 and sprints. I 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

Proficient: C++, Unreal
Blueprints, Python

Prior Experience: C#, C, Java,
JavaScript

TOOLS/TECHNOLOGIES

Proficient: Unreal Engine 5,
JetBrains Rider, Visual Studio,
Sourcetree, Perforce, Git, Jira

Prior Experience: Unity, .NET
Core, .NET MAUI, MySQL,
TensorFlow, Keras, NumPy,
OpenAI Gym