

Aaron Barnett

Software Developer

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## Experience

Cornered Rat Software: Unreal Engine C++ Developer  
July 2023 - Present

Working with an international team of over 40 people to upgrade WWII Online to Unreal Engine 5. Responsible for examining existing software systems, developing new systems using C++, and writing technical documentation.

Indie Game Developer  
May 2021 - Present

Working with an artist to develop games in Unreal Engine 5. Responsible for character movement, camera control, game mechanics, UI, game mode logic, and animation programming using Blueprints and C++. Responsible for installation and maintenance of Perforce Helix Core version control software.

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

Led a 4 person team to complete an AWS database system for our client Delta V Innovations. Led all meetings within our team and with our client, managed our sprints, developed the user interface for our data upload application using Java and Swing, and designed an algorithm to remove duplicates from our data sources.

## Education

University of Kentucky  
August 2018 - May 2021

Bachelor of Science in Computer Science, minor in Mathematics  
GPA: 3.67

## Languages

C++

Python

Prior Experience: C#

## Technologies

Unreal Engine 5

Prior Experience: Unity

## Soft Skills

Embraces teamwork

Attention to detail

Adaptable to change