# 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 -** Personal project

Balloon Boppers is a 2 to 4 person arena shooter in which the players are continuously falling. The players can only move around the arena using a grappling hook. I was the only programmer on a team of two. I was responsible for designing and implementing the shooting, grappling, and pickup mechanics. The shooting and pickup mechanics were implemented using Unreal's Gameplay Ability System. I designed and implemented aim assist systems including bullet magnetism, target gravity, and area cursor to better the game feel on controllers. I was also responsible for implementing all game UI which encompassed menus and the player HUD.

**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, Python, Unreal Engine 5, JetBrains Rider, Perforce

Prior Experience: C#, Unity