

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

Bluegrass Community and Technical College - Associate of Science

August 2016 - May 2018

EXPERIENCE

Cornered Rat Software - Unreal Engine Developer

July 2023 - Present

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, MySQL, TensorFlow, Keras, NumPy, OpenAI Gym