Aaron Barnett

Gameplay Programmer

Website: tinyurl.com/aaronbarnett

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

Bluegrass Community and Technical College - *Associate of Science*

August 2016 - May 2018

EXPERIENCE

Unreal Engine Developer - *Cornered Rat Software*

July 2023 - Present

PROJECTS

Balloon Boppers

June 2023 - July 2023

Balloon Boppers is a 2 to 4 person split-screen arena shooter in which the players are continuously falling. You can only move around the arena using a grappling hook. Along with fighting others, you must stay in the arena to stay alive. To win, you must have the most kills by the end of the timed match. Developed in Unreal Engine 5 by myself and one artist. Available on Itch.io.

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

February 2021 - May 2021

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, Visual Studio, Sourcetree, Perforce, Git, Jira

Prior Experience: C#, Unity