

Aaron Barnett

Software Developer

Website: tinyurl.com/aaronbarnett

Experience

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

Working with an international team to upgrade WWII Online to Unreal Engine 5. Responsible for examining existing systems, writing C++ code, and writing technical documentation.

Balloon Boppers: Game Programmer
May 2023 - July 2023

Game available on Itch.io. Responsible for all programming for the character movement, gameplay mechanics, game mode, HUD UI, menus, and sounds.

Indie Game Developer
May 2021 - Present

Working with an artist to develop games in Unreal Engine 5.

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

Led a 4 person team to complete a 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++

Unreal Blueprints

Technologies

Unreal Engine 5

Soft Skills

Embraces teamwork

Attention to detail

Self-directed learner