

Aaron Porter

(443) 854-4630

AMPorter64@gmail.com

Gameplay Programmer

www.AMPorter.com

GAME EXPERIENCE

Ninja Team (Unity 4.5 iOS / Android) Sept 2014 - Present
Programmer

- Support for titles not under-active development
 - Prototyping / Research tasks
 - Implementing new plugins / technologies
 - Minor Android Native Java work
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Coin Dozer (Unity 4.3.4 iOS / Android) April -Sept 2014
Programmer

- Implemented Slot Machine system into new Casino Machine
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4 Pics 1 Song / 4 Pics 1 Movie (Unity 4.2 - iOS / Android) March 2013 - April 2014
Tech Lead / System Architect / Programmer (2-3 programmers)

- Architected main gameplay systems
 - Used NGUI for UI
 - Implemented variety of third party plugins (Ad Venders, Metrics, Facebook, Twitter, IAP, etc)
 - Helped design & implement Downloadable Content System
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Paplinko (Unity 3 - iOS / Android) Aug 2011 - March 2013
Tech Lead / System Architect / Programmer (2-3 programmers)

- Architected main gameplay systems
 - Used EZGUI & SpriteManager 2 for UI
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Prize Claw (Unity 3 - iPhone, C#) May - August 2011
Chief Gameplay Architect/ Programmer (3-8 person team, 2 dedicated programmers)

- Architected gameplay systems used (Main Loop, Bonus System, Claw Functionality, Prize Spawning System, Scene Instance Data Save/Load Systems)
 - Used delegates to allow for event callbacks
 - Implemented tools and created systems with designer use in mind
 - Handled integration of Objective-C plugins
 - Employed EZGUI and Sprite Manager 2 to build in game UI systems
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Frog Toss (Unity 3 - iPhone, JavaScript) January - May 2011
Gameplay Programmer (3-7 person team, 2 dedicated programmers)

- Rewrote existing systems for performance and functionality gains
- Fixed systems and worked toward a stable final product
- Profiled and wrote Scalability System for smoother gameplay for optimized iPhone 3G experience

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STUDENT GAME EXPERIENCE

Monster Mafia (Unreal Development Kit)

August -

Primary Gameplay Programmer (13 person team, 3 programmers)

November 2010

- Created a Player Ability System from scratch
- Worked with Level Designer and Game Designer to implement a boss AI with unique abilities
- Converted Unreal to work as a twin-stick shooter with an overhead camera

The Whispering Tower (Unreal Development Kit)

March -

Gameplay Programmer (10 person team, 2 programmers)

May 2010

- Worked with designer to create spell interaction effects, such as a Fire Tornado, Steam Cloud, and Ice Wall
- Worked with artist to implement an Animation Tree and import character models/animations

JOB EXPERIENCE

Gameplay Programmer

2011 to Present

Game Circus, Dallas Texas

Teaching Assistant/Senior Mentor

2007 to 2008

Southern Methodist University Computer Science Department

EDUCATION

Certificate of Completion, specialization in Software Development

December 2010

Guildhall at Southern Methodist University, Dallas

Bachelor of Science, Engineering

May 2009

Southern Methodist University, Dallas

- Major: Computer Science/Mathematics
- Minor: Physics

SKILLS

C, C++, C#, Java, UnrealScript, Unity 3D, PERL, JavaScript, Python, Unreal Engine, nFringe, Torque2D, 8080 Assembler, Windows GDI, DirectX 9, DirectX 10, OpenGL, HLSL, OpenGL Shader Assembly, Windows Batch Script, XML, HTML, TCP, UDP, Nintendo DS (NDS), Linux, FMOD, DevIL, Visual Studio, TortoiseSVN, IssueManager, Adobe Photoshop Creative Suite 4, object oriented programming, procedural programming, debugging, multithreading, path finding, compilers, linear algebra, calculus, particle systems, collisions, lighting, binary space partitioning, shaders, scene graphs, level of detail, terrain, quaternions, numerical integration, networking, artificial intelligence, quad-trees, SCRUM, 3DS Max