Aidan Roberts
Game Designer
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Objective

Passionate for the design, development, and balancing of games, with a genuine understanding of what people enjoy. ***Seeking full-time game design positions.***

Education

Rochester Institute of Technology, Rochester, NY
Bachelor of Science in Game Design & Development, received Dec 2023
Languages: English, Spanish (Written/Verbal)

Skills

Programming Knowledge: C#, C++, Java, JS, HTML, CSS, Dart, Visual Scripting (in general)
Engines & Software: Unity, Unreal, O3DE, MonoGame, Box2D, Hammer, Google, Visual Studio, Visual Studio Code, WWise, Audacity, Premiere, Photoshop, Flutter, Swagger, FileZilla, Postman
Management Tools: Git, Trello, Atlassian Jira, Discord, Slack, Google Suite, Microsoft Office

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Experience

Technical Game Designer, Lead Sound Designer, and more at **O3DE** | *May 2023 - Aug 2024*
- Our team was tasked to port our semester-long project, State of Matter, from Unity into O3DE, continuing progress until a full game was made. The game officially released on Steam on July 19th, 2024, marking it as the first game ever published using their engine. Personally, I made a vast majority of the many design decisions throughout development, created/implemented all SFX, virtually led the team to launch, and more (see my website).

Game Evaluation Intern at **Galaxy Interactive** | *Jun 2023 - Aug 2023*
- Participated in multiple playtests (weekly) of portfolio companies' games, partaking in conversations with the development teams at a production level for their prototypes and alphas. Responsible for recording and playing in the sessions, writing extensive commentary, and reporting feedback from the team for each game.

Unity Development & Quality Assurance Intern at **Partie** | *May 2022 - Jul 2022*
- Responsible for fully developing a 3D desktop application with Unity. This involved C# programming, project management, asset creation, and creating API functionality. I was also responsible for API testing through Swagger and Postman.

Software Engineering Intern at **Pypestream** | *May 2021 - Jul 2021*
- Participated in daily scrum meetings, developed unit tests, and assisted in secure coding, working closely with a scrum development team in a collaborative remote environment. Worked primarily in JavaScript and React with Visual Studio Code and GitLab.

Senior Programming Assistant at **Emagination Computer Camps** | *Jun - Aug 2017*
- Taught and helped chaperone teenagers at a summer program. This involved workshops for Unity, Warcraft III World Editor, advanced C#, Java, and Photoshop.

Projects

Knockout Arena   *1 semester, complete, still worked on*
- Solo developed a First-Person PvE Arena Shooter using Unity/C# for, again, IGME 580.
- Created the full concept, and design document to pair, for the game. This project shows off my overall understanding in game design, level design, physics programming, AI, and more.

State of Matter   *1 semester, complete*
- Developed a First-Person Puzzle Action Shooter using Unity/C# in a team of eight for IGME 580: Production Studio. Grant was given by O3DE to continue development in their engine.
- I was the Lead Sound Designer, Lead UI/UX Programmer, and Voice Actor, focusing on the creation and implementation of all audio, full UI functionality, and performing all voice lines.

Class of 21XX   *2 weeks, complete*
- Developed a 2D puzzle platformer using Unity/C# during the USC Summer GDD Program.
- I was the Lead Programmer in a team of four, truly learning Unity/C# for the first time and coding functionality for character swapping, abilities, projectile/collision physics, and sound.

Activities

D1 Overwatch Team at **Rochester Institute of Technology** | *Aug 2019 - Jul 2020*
- Played the Off-Tank role in Tespa matches, leading stats and being shot-caller.