A a r o n   M o o r e

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OBJECTIVE

Motivated developer with a drive to change the landscape of the software development world. I'm looking to begin my journey into the industry by using my leadership experience and knowledge of agile development to adapt to any task I encounter.

SKILLS

GAME DESIGN	PROGRAMMING	SOFTWARE / ENGINES
Level Design / Blockout / Level Flow	C#	Unreal
AI Behavior	C++	Unity
Combat	Visual Scripting	Adobe Express/Studio
System Design	(Unreal and Unity)	Visual Studio
Balancing and Implementation		Perforce
Playtesting (Iteration and Conducting)		Github/Git
Creative Writing		Audacity
Dialogue		Maya
UI/UX Design		Blender
Technical Writing (for Game Design Documents)		Atlassian Suite (Jira, Confluence, Trello)

EXPERIENCE

KHROMATIC INNOVATIVE 2022 - PRESENT

UNANNOUNCED PROJECT - PRODUCT OWNER / PROJECT MANAGER / AI AND SYSTEMS DESIGN

I am currently leading a six-month projected project with five designers and five artists using C++ and Visual Scripting in Unreal Engine. My primary role is to develop the game design document, facilitate all scrum ceremonies, and assist in level, combat, and systems design.

EXOWORLDS LLC 2022

EXOWORLDS - LEAD GAME DESIGNER

Led a team of two engineers and three designers using Scrum methodology in an a-synchronous work environment where I was responsible for project management and systems design within the core product using C++ and blueprinting in Unreal Engine.

FULL SAIL UNIVERSITY 2019 - 2022

DARK SHADOW - PRODUCER, SYSTEMS / AI DESIGN

Four-month-long project with a team of eight designers, three artists, and an audio specialist. Using C++ and Unreal Engine Blueprinting, I handled AI behavior, Checkpoint, UI/UX, and Sound implementation. The project took us through the entire game development process, from concept to shipping, using Scrum as our design methodology.

XENOSPACE - SYSTEMS

Month-long project with three designers to examine the process of constructing mechanics and creating systems with the expectation to adapt them between mediums. The original game was built using C++ and Blueprints on Unreal Engine and then adapted to a card game.

SNEAKY, SNEAKY - AI BEHAVIOR AND DESIGN

Month-long solo project to exercise level design and AI implementation using Unreal Engine's systems for AI Behavior. Using C++ and Blueprinting, I created a state machine to work in tandem with Unreal's AI Perception component

TOURNAMENTAL - SYSTEMS INTEGRATION

School department-wide project to practice all skills necessary for collaboration using Trello for the organization. Specifically, how to develop your mechanics for a product and slot it in with other established systems seamlessly within a month.

EDUCATION

Full Sail University: Bachelor of Science - Game Design (3.65 GPA) July 2019 - August 2022