

Aaron Moore

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OBJECTIVE

Motivated developer with a drive to change the landscape of the software development world. I'm looking to continue 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

Level Design / Blockout / Level Flow

AI Behavior

Combat

System Design

Balancing and Implementation

Playtesting (Iteration and Conducting)

Creative Writing

Dialogue

UI/UX Design

Technical Writing (for Game Design Documents)

PROGRAMMING

C#

C++

Visual Scripting

(Unreal and Unity)

SOFTWARE / ENGINES

Unreal

Unity

Adobe Express/Studio

Visual Studio

Perforce

Github/Git

Audacity

Maya

Blender

Atlassian Suite (Jira, Confluence, Trello)

PROJECTS

CUBIC DEFENSE 2023 - PRESENT

TECHNICAL DESIGNER - CONTRACT - MILITARY SIMULATION

I am currently working with seven teams of Artists, Subject Matter Experts, Instructional Designers, and Software Engineers to design and develop training modules with multiple deadlines. As a technical designer, I use Unity, Perforce, C#, and the Atlassian suite to program the interactions and flow of the lessons. In addition, I've taken on responsibilities as Scrum Master ensuring efficient scrum ceremonies and department lead.

KHROMATIC INNOVATIVE 2022 - PRESENT

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

I currently lead a two-year 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 asynchronous 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.

EDUCATION

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

