Aaron King

Game Programmer

Apex, NC
Ph: 984-833-8970
Email: aaronkingnc@gmail.com

https://aaronkingnc.wixsite.com/website | https://www.linkedin.com/in/aaron-j-king/

Education

NC State University   **August 2020 – May 2024**
- B.S. in Computer Science w/ Concentration in Game Development (GPA: 3.61)

Technical Skills

Programming Languages: C++, C#, Java, C, Python, JavaScript, HTML, AngularJS, SQL, MATLAB
Software: Git, GitHub, JIRA, Unity Engine, Unreal Engine, Jenkins, Docker

Experience

NC State Computer Science – Teaching Assistant   **August 2023 – Present**
- One of three TAs for Foundations of Interactive Game Design at NC State University.
- Assist in the grading of papers, regarding various game design subjects, and games.
- Assist students with the development of game projects in PuzzleScript, Twine, Unity, and Unreal

NC State Computer Science – Game Development Intern   **May – August 2023**
- Assembled an Unreal Engine 5.2 tutorial project for 100+ students at NC State.
- Designed a 3rd person interactable system using Blueprints and C++.
- Designed a tutorial level using the PCG, Niagara Effects, Sequences, and lighting effects.

NC State University Libraries – VR Studio Customer Service   **January 2022 - Present**
- Assist patrons in the debugging of VR/XR applications and their code.
- Help around 15 patrons per day with the usage of VR/AR equipment within the studio.
- Debugging and usage of four different types of VR/AR headsets as well as auxiliary equipment.

Projects

Racing Rebels – Unreal Engine 5 C++   **August – December 2023**
- Five-person multiplayer project developed for an independent study over the course of a semester.
- Implemented systems for asymmetrical players to join a server and connect to each other.
- Networked hover car movement systems in C++.

Vola-Tile – Unity C#   **February – April 2023**
- Six-person project creating a 2D tile-based city builder game developed in Unity.
- Layered procedurally generated maps to allow players to create custom procedural maps.
- Designed and implemented tools for importing and processing pixel art sprites.

2D Game Engine – C++, JavaScript   **August – December 2022**
- Solo project created over the course of a semester for CSC 481 at NC State.
- Implemented systems such as server/client networking and multithreading.
- Created collision tracking to ensure objects will interact with each other.
- Implemented scripting support, allowing JavaScript to create events to execute backend code.

Passerby – Unity C#   **January – May 2022**
- Three-person project creating a top-down train management simulator created in Unity.
- Implemented train functionality to have it smoothly travel along track, and have position saved.
- Assembled a save system to store train position, passenger information, and upgrades.

Extracurricular

East Coast Student Games Society – Founder & Councilor   **April 2022 - Present**
- Coordinated the creation of the organization including its Constitution and communications.
- Assembled over 250 members from over 30 different universities along the East Coast.
- Oversee the running of several different organizational events including game jams and speaker series.

Video Game Development Club (NC State) – Vice President   **December 2021 - June 2023**
- Organized multiple game development professionals to come speak with the club.
- Developed and presented presentations regarding game development with Unity and Unreal Engine.
- Performed administrative work to assist in the day-to-day running of the club.