Aaron Paulina

Game Developer

I have been using unity to make games for 5+ years and love every minute of it

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EXPERIENCE

City of Scum
Coming to Steam

03/2018 – Present
Achievements/Tasks

- Sole Designer/Artist/Programmer
- Custom vehicle physics
- Ragdoll system
- Fully custom AI/FSM system
- Procedural Building editor tools
- Procedural Mission System
- Procedural Dialogue system

Mario party style game
Coming to Itch.io

04/2018 – Present
Achievements/Tasks

- Sole Designer/Artist/Programmer
- Drop in Multiplayer matching system
- Multiple mini games
- Character Customization

Tappin' Tiles
Amazon App Store

10/2015 – 11/2015
Achievements/Tasks

- Sole Designer/Artist/Programmer
- Basic casual tapping style design

SKILLS

C# | Unity3D | Unreal Engine | Gameplay | AI

UI/UX | GIT | Multiplayer | Editor Tools

Low poly modeling | Photoshop | Procedural

Management experience