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Ayden Shaw

Game Developer

SUMMARY

Enthusiastic final-year student pursuing a Bachelor of Computer and Information Science in Game Design and Development. Proficient in the C# programming language with experience developing interactive experiences using the Unity Game Engine. Passionate about creating immersive and engaging experiences through programming. Strong problem-solving skills and a keen eye for detail, drive me to tackle complex challenges. Collaborative team player with effective communication skills and able to contribute to a wide range of projects but am also eager to learn from experienced professionals.

KEY SKILLS

TECHNICAL SKILLS

- Proficient in C#, with a solid understanding of object-oriented programming concepts.
- Understanding of other programming/scripting languages: HTML, CSS, SQL
- Experience with game engines.
- Ability to implement gameplay features and mechanics.

SOFTWARE PROFICIENCY

- **Game Engines:** Unity and Unreal Engine.
- **IDE:** Visual Studio and VSCode.
- **3D software:** Blender3D and 3dsMax.
- **Other:** Adobe Photoshop, Adobe Illustrator, GitHub, Microsoft Office Suite.

SOFT SKILLS

- Problem-solving
- Time Management
- Adaptability

EDUCATION

Bachelor of Computer and Information Science in Game Design and Development

Vega School

Pretoria, South Africa

2022 - 2024