

Aaron Green

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GITHUB: github.com/amangreen123

SKILLS

LANGUAGES

Python
C++
C#
Java
Node.js

TECHNICAL

Git
WireShark
Cisco Packet Tracer
Linux

DESIGN

Photoshop
Blender
LaTeX

EDUCATION

Bachelors of Science

May 2021

- **Marist College**, Poughkeepsie, NY
- Major field: Gaming and Emerging Media Technical Concentration
- Minor field: Computer Science

PROJECTS

Table Bandit

UNITY C#

December 2020

- Collaborated remotely with other programmers.
- Implemented character movement and created a third-person camera with Cinemachine.
- Created an inventory with Unity's ScriptableObject behavior.
- Procedurally generated obstacles for the chase sequence of the game.
- Assisted with the overall game design of the project.

Top-Down Shooter

UNITY C#

November 2020

- Implemented camera with Cinemachine.
- Developed AI through Navmesh that targets and instantiates projectiles at the target.
- Developed a power-up system that refills health or ammo.
- Procedurally generated items and power-ups.

Pooled Testing Simulation

C++

December 2020

- Allows users to input group size to be tested.
- Split groups using arrays and test each group for infection.
- Creates a condition for the members to be infected based on Covid infection rate.
- Consider possibilities if there are no infected, there is exactly one infected, or multiple.

Palindrome

C++

October 2020

- Implemented Stack and Queue Data Structures with a Linked List.
- Read words from a text file that were stored in a vector.
- Checked whether or not they were palindrome by putting them in a stack and queue.

ACTIVITIES

Games Developer Conference (Conference Associate)

Marist SGA IT Council (Member)

Computer Society (Member)

Game Society (Member)