

hello. i'm aaron garcha.

A game designer with several years of both personal and professional design experience, a wealth of technical know-how, and a can-do attitude.

▶ experience

Crytek *Technical Designer* **CryEngine**

March 2016 - September 2016

- Created C# sample games and applications using the CryEngine CE# framework.
- Responsible for writing C# tutorials and technical documentation on how to use the CryEngine CE# framework.
- Helped to expand the framework to make it more user-friendly.

Jagex *Designer / UI Programmer* **Block N Load**

July 2015 - December 2015

- Redesigned and implemented a new frontend UI in preparation for the relaunch of the game as a F2P title.
- Ported existing C# code from NGUI to Unity's native UI system.
- Refactored and added new code to support new features, such as the Shop, and to optimise performance.
- Proposed and wrote documentation for the player-facing map editor.
- Created UI mockups using Axure and Photoshop.

Jagex *Level Designer* **Block N Load**

December 2012 - July 2015

- Worked on *Block n Load* and *Transformers Universe* with both in-house and external team members.
- Responsible for level design and defining the features and functionality of the map-making tools.
- Analysed and incorporated player feedback back into the level designs.
- Provided input into the overall direction of the game.

Valve Software *Freelance Level Designer* **Counter Strike Global Offensive**

July 2014

- Created a high quality level for *Counter Strike Global Offensive* chosen by Valve to be included as a part of Operation Breakout.
- Responsible for level design, lighting, prop placement, gameplay balancing, and optimisation.

Valve Software *Freelance Level Designer* **Team Fortress 2**

June 2009 - January 2010 (Nightfall) / December 2015 (Highpass)

- Created a high quality level for *Team Fortress 2* included as a part of the Community Map Pack update.
- Responsible for level design, lighting, prop placement, implementing entity systems and optimisation.

▶ education

Bachelor of Arts, Computer Games Design *First Class*

Level design, programming, environment art, product pitching, audio design.

summary

Located in Birmingham, UK. Willing to relocate.

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software knowledge

CryEngine

Unity

Programming (C#)

World Building

Game Prototyping

User Interface Implementation

Hammer

World Building

Lighting

Scripting

Optimisation

UDK/UE4

Kismet / Blueprints

World Building

Lighting

3DS Max

Polygon Modelling

Texture Unwrapping

Photoshop

Vector Graphics

Texture Creation

Other

Git / Perforce