

# Aidan Smith

## Game Programmer

I'm an aspiring game developer based in Brisbane. My primary role is programmer, but I love to involve myself in all development roles.

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## Experience



### Blowfish Studios

Intern (2017, 1 Week)

- Experienced the everyday happenings of an indie game company including the significance of each role and how they all collaborate
- Worked in an office environment completing small tasks assigned to me such as modelling objects suited for a mobile game with Maya Autodesk



### Norton Seafoods

Server (2016, 6 Months)

- Operated register machine recording customer orders, handling cash transactions and communicating orders to co-workers
- Maintained morning prep routine of retrieving food products from freezer, refilling vending machines, and shovelling ice
- Used fryer, cooking station and salad bar to prepare menu items such as fish and chips and Greek salad

## Education



### Queensland University of Technology

Graduate (2019-2022)

- Bachelor of Games and Interactive Environments
  - Major: Game Design
  - Minor: Software Technologies

## Skills

### Languages

- C#
- GLSL
- JavaScript
- Python
- SQL
- HTML / CSS

### Technologies

- Unity
- Visual Studio
- Blender

### PM Tools

- GitHub
- Unity Collaborate

### VCS

- Trello