

Aaron Winterhoff

Brisbane, Australia

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Qualifications

Bachelor of Games Design (2013), QCA

Bachelor of Design (2010), QCA

Inaugural Griffith Honours College Alumini

Scholarship Holder at Matthew Flinders Anglican College

Awards

Griffith University - Games Design Medal (Awarded to the highest achieving student in the degree program)

Griffith University - Most Outstanding Technical (Programming) Achievement 2013

Griffith Academic Excellence Award 2011, 2012, 2013

2nd Place - Griffith International Digital Design Challenge 2007

Attended National Youth Science Forum

MFAC Academic Medal Winner

Biography

I'm a programmer, specialising in game development. I've worked on games with Unity for PC, iOS, and Android for clients with C# and .NET for a number of companies. I have native and cross-platform mobile development experience, having created a number of apps whilst at Code Heroes with Xamarin, C#, monoTouch and monoDroid. My language experience includes C#, C++, Javascript, AS3 and Python.

I bring a well-rounded skillset to the teams I work with, combining my programming knowledge with design sensibilities and experience, and thus can improve the cohesion and efficiency of many workflows.

Experience

Programmer, Code Heroes

2014 - 2015

Brisbane, Australia

At Code Heroes, I worked as a programmer with C#, Unity, and Xamarin, creating mobile apps and games for a wide array of clients. I liaised directly with clients, and took apps and games through all stages of development: project framing, specifications, wireframing, design, development, and release on the itunes store. I also did quite a lot of design work, producing branding and app design for both Code Heroes and clients.

Programmer & Designer, Freelance

2013 - 2015

Brisbane, Australia

I have worked with a number of clients when freelancing, producing a variety of work for different clients including: Paynter Dixon, Brown Paper Bag Web Design, Buderim Menopause and Velvet Oxide.

Graphic Designer, CORE Architecture

2008 - 2014

Brisbane, Australia

CORE Architecture is a mid-sized Architectural firm with 3 offices around Queensland that produces work for state and national clients. I learnt and achieved a lot within this role. Initially lacking a graphics framework, I helped establish a graphics department, aid the company in developing its branding, and put in place tool workflows for successful teamwork. I worked as an artist, a coder, and a designer.

Programming Internship, Defiant Development

2013

Brisbane, Australia

During my internship at Defiant Development, I worked on a unannounced mobile game prototype for a large entertainment client using C# and Unity. My principal role was programming, but I also worked on the gameplay design and art during production.

Practical Skills

Programming

C#, java, Python, C++, AS3, CG / HLSL, GIT, SVN

Design

Interior Design, Architectural Concepts, Graphic Design, Graphic Illustration, Concept Design, Architectural Illustration

3d Modelling

3ds Max, Maya

Graphic & Illustration

Photoshop, InDesign, Illustrator, After Effects

References

Brendt Sheen,

Technical Director, Code Heroes

Chris Webb,

Programmer, Code Heroes

James Bowtell-Harris, 0434 889 700

Senior Architectural Technician, COBIE

Chris McPhail, 040 163 9891

Graphic Designer, Caustic Pictures

Written references available on request.

Projects

Easy Event (App)

Transition to Retirement (App)

Unannounced Title x 2 (Under NDAs)

Pantry Packer (App)

Sky Blackbox (App)

Minion Mayhem (Game)

ASPA (Game)

Eternal (Game)