

# Aaron Curate - Technical Designer

---

aaron@curates.dev • (845) 558-0418 • Stony Point, NY, USA

I'm a tech designer with over two years of professional experience, during which I've put my relevant degree into practice with C#/Unity, C++/Unreal, and more. I love inventive mechanics and unique gameplay, and I have a passion for finding creative and elegant solutions to problems, be it for code or game design.

References available upon request.

## EXPERIENCE

---

### Junior Programmer - Remote

August 2021 - November 2023

Little Red Dog Games - *Multiple Canceled Strategy Games*

- Passionately developed, iterated, maintained, and owned game systems/mechanics
- Designed, wrote, tested, and debugged code in C#, GDScript, and C++
- Performed research to assist in developing creative solutions to structural and logical problems
- Implemented complex user interfaces
- Designed and built tools to streamline content creation
- Designed code with scalability, readability, and performance in mind
- Cooperated with designers and artists to realize their vision
- Collaborated with other programmers to assist with structure and implementation of features
- Planned and pushed features under strict deadlines

## CORE SKILLS

---

- Unity, Unreal, Godot, Twine
- Git & Perforce Competency
- Game Design Principles
- UX Principles
- Technical Writing
- Analysis
- Creative Problem Solving
- Attention to Detail
- Adaptation & Flexibility
- Autonomy & Collaboration

## EDUCATION

---

### B. S. in Game Design & Development

December 2022

State University of New York at Canton, NY

GPA: 3.91; Summa Cum Laude