

# Aaron Moore

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## Education

Harding University

- Bachelor of Arts in Computer Science
  - Advanced courses include:
    - Data Structures, Software Engineering, File Structures, Artificial Intelligence, GUI Programming, Database Concepts
  - Minor in Fine Arts with an independent study in 3D Modeling and Animation

## Skills Summary

- .NET, Spring, NHibernate, WPF
- C#, C++, AS3 and Flex
- Database (MSSQL, MySQL, SQLite)
- Unit and Integ Testing using NUnit
- Web development – HTML, PHP, ASP
- MS Visual Studio, Visual Studio Extensibility
- Subversion (SVN), Mercurial (Hg)
- Engines – Torque, Ogre3d
- Physics Libraries – NxOgre (PhysX Wrapper)
- International Experience – Greece, China

## Personal Qualifications

- The ability and motivation to be an extremely dynamic individual when it comes to solving problems and learning new programming languages.
- Completed senior project required for bachelor's degree program at Harding University involving the development of a PC game title.
  - Entirely responsible for all interface programming and graphical assets, and all integration between the interface and the rest of the game (game logic, networking, and AI).
- Web development experience in design, programming, and database.
- Proficient in development concepts including IDEs, Source control and diffing software, object-oriented programming, data and file structures, and scripting such as Python and TorqueScript.
- International experience including brief visits to Egypt, Israel, and Turkey, with prolonged experience in Greece and China. This contributes to a larger understanding of cultural differences, similarities, and other aspects of anthropology. This also contributes to a willingness to learn more about other cultures and a wider understanding of the world, which is necessary for living in a foreign environment and contributes to design and teamwork.
- Experience in 3D modeling and animation including rigging, lighting, texturing, and interiors.
- Published postmortem for senior game development project at Harding University at CMP's

gamecareerguide.com

- Member: IGDA since 2005.

## Achievements

- 2007
  - Game Development Publication: Postmortem
- 2006
  - Completion: *Tripwire* game development project – Harding University
  - Bachelor's Degree – Harding University
  - Senior Seminar – The XNA Framework
  - Attended GDC '06 in San Jose, California

## Employment History

04/2010 – Present: **Software Engineer – Applied Technical Systems**

Software Engineer specializing in application development and supporting architecture. Currently working on a project including .NET, Spring, NUnit, NHibernate. Previous projects include desktop applications and Outlook Add-ins.

01/2009 – Present: **Software Development Contractor – Self -Employed**

Made my services available to those who needed them. Currently this primarily consists of web development, security analysis, and virus removal. Primary Client: Watt Media

10/2005 – Present: **Project Manager/Programmer/Artist/Scripter – Katalyst Studios**

I've created my own independent development group primarily focused on video game development. Currently development primarily consists of development tools made available to the public. Also performed contract work on a Zeolite Studios project.

02/2007 – 12/2008: Foreign Expert/English Teacher - University of South China

Taught oral English and Advanced Listening to freshman, sophomore, junior, masters, and PhD students including extracurricular activities. I lived and functioned in a foreign environment.

08/2005 – 05/2006: Resident Assistant – Harding University

Supervision of student living in privileged campus housing.

08/2003 – 05/ 2006: Student Technician - Harding University Desktop Support

Troubleshooted and repaired computers for the faculty and staff at Harding University.

## References

- Available upon request