

AARON PENEUETA

GAMEPLAY PROGRAMMER

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CONTACT



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SKILLS



UNREAL
ENGINE



INTERESTS



About Me



Born and raised in the silicon valley, I previously studied towards a degree in computer science. I enjoyed the programming aspect, and I decided that I could utilize the skills gained from this course study to pursue a degree in gameplay programming.

While looking for new opportunities, I discovered video game programming at The Academy of Art University. This seemed like the perfect fit -where I could merge my enjoyment of programming with a passion for video games! over the past 4 years, I have gained proficiencies developing, implementing, and debugging game play systems using C++, Python, and Lua. As well as experience working with unreal engine 4 and unity game engines.

Now that I've graduated with my bachelor's of science, I am looking for a jr. engineer position. My portfolio is available for view on github.com/apeneueta.

Education



Jul 2015 to May 2019

Academy of Art University, San Francisco, CA
Bachelor of Science, Programming

Sep 2014 to Mar 2015

De Anza Community College, Cupertino, CA
General Education

Sep 2003 to Dec 2005

San Jose City College, San Jose, CA
General Education

Experience



2014 - Present

WireB Graphics, Santa Clara, CA
Sign Installer
Assembly and installation of various graphic prints and designs

2006 - Present

Caretaker/Driver, Sunnyvale, CA
Caretaker
Assisting a disabled family member with the activities of daily living

June - Sept 2005

Target, San Jose, CA
Stock Room
Worked in a team environment using inventory scanners in the stock room