Aidan Barcia-Bacon

AidanBacon.games/projects

SUMMARY

Skilled and hard-working game developer with extensive experience creating and releasing games across various platforms, including Steam. Developed over 15 games, working as a lead programmer, designer, and artist, and has collaborated on both small indie projects and large-scale productions. Proven ability to join projects near completion as well as contribute to projects from inception to release. Strengths include Unity 2D/3D, Unreal Engine, and C, C++, and C#, with strong proficiency in system design, AI integration, and procedural generation. Solid understanding and hands-on experience with UI design, 3D modeling, digital art, and asset implementation, along with expertise in optimizing game performance to meet technical requirements. Other noteworthy skills include project management and using tools like Trello and Jira to manage development workflows efficiently.

SKILLS

Programming languages (C++, C, C#, GLSL, OpenGL, & Python) in both academic and professional Contexts. Solid understanding of object-oriented programming concepts, debugging strategies, and algorithms. Extensive personal and professional use of version control systems such as GitHub and Sourcetree.

Proficiency with **game engines** (Unity 2D/3D, Unreal Engine 5, Phaser, and Twine). Used Unity extensively for many projects, worked professionally as an Unreal developer, and published various student games with more specialized engines

Full-stack UI skills, with experience designing, illustrating, animating, and programming entire UI systems for large projects across various platforms. Real-world experience with user testing and UI/UX design patterns. Experience with Figma and Miro prototyping tools.

Digital asset creation for high fidelity applications including hard surface and organic 3D modeling using blender, surfacing for digital objects with substance painter, character rigging and animation, 2D digital painting and illustration with Photoshop and Illustrator, and creation of marketing copy, images, and trailers.

Real-world experience using 3rd party libraries, integrating new proprietary and industry software, and working with large established code bases. Extensive experience working with teams of remote developers and refactoring or updating legacy systems.

Extensive experience working on Agile and Waterfall teams, conflict resolution, and communicating with diverse professionals from different disciplines. Technical experience using tools like Trello and Jira for task management and time tracking.

EDUCATION

University Of California, Santa Cruz   *June 2023*

BA, Art & Design: Games & Playable Media
Completed a 4-year program in 3 years and participated in game development clubs and extracurriculars, as well as earning a minor in computer science. Published 6 student game projects.

EXPERIENCE

Educational Game Developer   *March 2024 - Present*
Legends of Learning
Contracted to create educational games that combine specific curriculum targets with entertaining gameplay mechanics. Worked with student and teacher feedback to refine the gameplay experience and integrated student-focused API tools for localization and text-to-speech. Signed and delivered on a contract with clear restrictions and requirements including final build size and runtime performance metrics.

Unity Developer, Designer, UI Artist   *November 2023 - June 2024*
Technical Fiction LLC
Worked on an upcoming 3rd person high-fidelity narrative horror game. Contributions included the creation and implementation of UI systems and menus for the game, working from a combination of comparable titles and existing wireframes. The final UI was responsive to different input devices, fully translatable, and easily expandable. Additionally, contributed to gameplay system design, refactoring of outdated systems, and asset implementation.

Independent Game Developer   *January 2021 - Present*
Aidan Bacon Games
Created and released over 15 games solo or in small teams as the primary programmer, producer, or artist. Gained a solid understanding of the complete game development pipeline and participated in several large game jam events, including ranking in the top 2% out of 7,600 games in the latest GMTK jam. Worked with skilled professionals and a variety of tools and libraries to realize specific mechanical and player experience visions. 2 titles published on Steam - [Sun Spear](#) & [Hazelwood Station](#).

Gameplay Developer, Unreal   *January - June 2024*
T'zare! Media, 70-person team
Worked with a large professional team on a retro-style roleplaying game, contributing to various aspects of the project including UI design and integration, enemy AI, and visual effects. Helped to integrate FMod into the project and improve the player experience. Used both C++ scripting and UE blueprints.

Teaching Assistant   *March - June 2023*
Artg 118: character creation for digital games, UCSC
Helped coordinate instruction for a class of 40 university students and assisted the professor in teaching every step of the process of creating a digital character, from sketching to modeling to animation. Gave professional feedback on student work at a variety of skill levels, and worked through technical issues with different professional creative software.

Summer Teacher   *June - August 2024*
Art Explorers: Terrific Scientific
Worked as a summer camp instructor teaching a variety of art & tech subjects, including programming and game design, to students aged 5-15. Designed effective, flexible curricula that included lectures and exercises and handled classrooms of up to 14 students; displayed general classroom management skills and balanced several different responsibilities.