hello. i'm aaron garcha.

Several years of both personal and professional design experience, a wealth of technical know-how, and a can-do attitude.

▶ experience

Ubisoft Massive *Regular (2016) / Senior (2020 -) UI Technical Artist*
December 2016 - Present
- Implemented UI for *The Division 2* using Snowdrop's node-based visual scripting editor.
- Collaborated with UI designers to refine designs as they were implemented.
- Helped to establish best working practices.
- Used C++ to write new nodes and functionality.

Crytek *Technical Designer*
March 2016 - September 2016
- Created C# sample games and applications using the CryEngine CE# framework.
- Responsible for writing C# tutorials and technical documentation on how to use the CryEngine CE# framework.
- Helped to expand the framework to make it more user-friendly.

Jagex *Designer / UI Programmer*
July 2015 - December 2015
- Redesigned and implemented a new frontend UI in preparation for the relaunch of the game as a F2P title.
- Ported existing C# code from NGUI to Unity's native UI system.
- Refactored and added new code to support new features, such as the Shop, and to optimise performance.
- Proposed and wrote documentation for the player-facing map editor.
- Created UI mockups using Axure and Photoshop.

Jagex *Level Designer*
December 2012 - July 2015
- Worked on Block n Load and Transformers Universe with both in-house and external team members.
- Responsible for level design and defining the features and functionality of the map-making tools.
- Analysed and incorporated player feedback back into the level designs.
- Provided input into the overall direction of the game.

Valve *Freelance Level Designer* **Counter-Strike Global Offensive**
July 2014
- Created a high quality level for *Counter Strike Global Offensive* chosen by Valve to be included as a part of Operation Breakout.
- Responsible for level design, lighting, prop placement, gameplay balancing, and optimisation.

Valve *Freelance Level Designer* **Team Fortress 2**
June 2009 - January 2010 (Nightfall) / December 2015 (Highpass)
- Created Nightfall: a high quality level for Team Fortress 2 chosen by Valve to be included as a part of a major update.
- Created the layout and initial art pass for Highpass which was included as part of a major update. Collaborated with another member of the mapping community who completed the art pass and finished the level.

▶ education

Bachelor of Arts, Computer Game Design *First Class*

summary

Located in Malmö, Sweden.

email: aaron.garcha@protonmail.com

portfolio: www.aarongarcha.net

software knowledge

Unity
Programming (C#)
Game Prototyping
User Interface Implementation

Unreal (UE4/UDK)
Blueprints/C++
World Building

CryEngine

3DS Max
Polygon Modelling
Texture Unwrapping

Photoshop
Vector Graphics
Texture Creation

Other
Git / Perforce