

DAVID AYLIFF

GAME DEVELOPER

PROFILE

- Talented self-starting game designer/developer with 7 years professional experience
- Can-do attitude and large skill set takes anything from conception all the way through completion

EDUCATION

George Mason University

2013 B.F.A.

Computer Game Design

Northern Virginia Community College

2010 A.S.

General Studies

CONTACT

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SKILLS

- Unity / C#
- AR
- Photon
- JS / THREE.js
- 3ds Max
- Photoshop / Illustrator
- Node-based shaders
- UX/UI design
- UDK 3 / UE4
- Steam Integration
- Node.js
- Hololens

EXPERIENCE

Quantified Design Solutions, Software Engineer 2

Apr 2021 - Present

- Worked on a team developing a multiplayer VR maintenance training platform geared towards the commercial airlines industry
- Improved project architecture to improve scalability, reduce content creation time, and standardize multiplayer communication
- Implemented cross platform UI functionality

Subvrsive, Solutions Engineer II

Jan 2019 - Mar 2021

- Worked on a team developing AR experiences for the Amazon AR Player
- Updated and released the Digi-Key Boards Guide 2020 app on Android and iOS Play Stores
- Developed an AR app for Brooks Running that brings their trade show booth to life
- Developed a web AR experience for Amazon that launches content off of packages
- Tweaked and updated existing projects to meet changing demands
- Assisted with dev ops, automating Jira and perform backups, and managing project urls

Loot Kit Studios, Game Developer

Oct 2018 - Oct 2019

- Managed the release and support of a mobile game on the Google Play Store
- Tackled a large bug backlog to push the project into a releasable state

HeiTech Services, Game Developer

Jun 2018 - Dec 2018

- Developed a 3D game to teach users how to perform a safety inspection on their motorcycle
- Developed an AR demo for the hololense, where the user inspects and tightens the chain on their motorcycle.
- Developed a virtual bulletin board where users arrange visual elements.

Cycorp, Game Developer

Mar 2014 - Dec 2017

- Worked as a developer on the MathCraft project building a video game in Unity to teach middle school students pre-algebra
- Designed and developed new features from start to finish, working as the designer, programmer, and artist
- Created several Unity tools to help improve development ease and speed
- Optimized code and assets to improve performance on legacy machines