

DAVID AYLIFF

GAME DEVELOPER

PROFILE

- Talented self-starting game designer/developer with 4 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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Home:

Round Rock, Texas

Willing to relocate

SKILLS

- Unity / C#
- Animation
- 3ds Max
- Photoshop / Illustrator
- Node-based shaders
- UX/UI design
- LevelDesign / Lighting / Sound Design
- UDK 3 / Scaleform / Flash
- Marketing
- Steam Integration
- Node.js
- SQL
- Hololens

EXPERIENCE

HeiTech Services, Game Developer

Jun 2018 - Present

- 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 on a bulletin board.

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
- Wrote hundreds of scripts, amounting to hundreds of thousands of lines of executable C# code
- Created several Unity tools to help improve development ease and speed
- Fixed bugs and improved team code
- Optimized code and assets to improve performance on legacy machines
- Took new storylines from conceptualization to completion. Wrote new dialog, puzzle design documents, and math problems, and then converted them into playable sequences
- Managed Unity Mac and Windows builds, including Steam depots and deployment to testers

Roman's Robots, Instructor

Aug 2013 - Mar 2014

- Helped students make games in Game Maker
- Used Lego robots to teach node-based programming and engineering

Higher Order Productions, Artist

Jan 2012 - Oct 2013

- Worked on three mobile game projects as the lead 3D modeler and texture artist
- Modeled/textured low poly characters, and environmental assets in 3ds Max

Mymic LLC, Intern

Feb - Mar 2013

- Built a fire extinguisher training module to teach users how to properly use a fire extinguisher
- Created photorealistic environmental assets for other training modules