

Aaron Leonard

Computer scientist and Tech enthusiast

Some parts removed for public CV.

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Github: github.com/malod219

Site: risingthumb.xyz

Personal Profile Statement/Career Objective

I make games, mods and software using a variety of scripting or programming languages as well as a variety of software tools. Currently studying at Newcastle University for a BSc Software Engineering Degree. My career goal is to make and code cool games, mechanics and systems.

Achievements/Projects

MinecraftNavigatorGui A GUI Frontend written in Java as a mod for Minecraft using the Baritone Forge API that allows objective-based pathfinding with the A* Algorithm.(2019)

RoguePy A small rogue-like game using cellular automata, A* Pathfinding, procedural generation, and rendering written in Python3.(2018)

Game Jams Multiple Ludum Dare Game Jam submissions, and some other short games I have made, mostly written in the Gamemaker Engine with the GML Scripting Language.(2014-2019)

Website A fully written website that allows me to display the different software and art I make. I have also used an API to allow me to write blogs and upload them to the website.(2018-2019)

Endeavour Award Awarded by Cardinal Hume Catholic School in 6th form for excellent work during my A Levels.(2018)

Education

2018-2021 Studying for BSc in Software Engineering, Newcastle University. Stage 1 passed(75%).

Modules:

- Mathematics (87%)
- Programming 2 (79%)
- Programming 1 (78%)
- Website Design and Construction (75%)
- Software Engineering Professional (70%)
- Computer Architecture (65%)

2016-2018 6th Form A levels: A* Maths, B Further Maths, B Physics.

2011-2016 GCSE: 9 A-A*s including Mathematics, Computer Science and English. 2 Bs.

Workflow, Tools and Languages

On my Laptop I use a vim-based setup in the budgie desktop environment. I compile documents using \LaTeX . I prefer to do media manipulation with software like Aseprite, and OBS. I use my windows desktop for Gamemaker Studio 2, and the Hammer Editor for the Source Engine.

- The tools: ssh, tmux, \LaTeX , Aseprite, Gamemaker Studio 2, Gamemaker Studio 1.4, Hammer Editor for the Source Engine, git, Microsoft Office Software, vim and Eclipse IDE.
 - Scripting Languages: Bash, Python3, Javascript, HTML/CSS, GamemakerLanguage.
 - Programming Languages: Java, C, ARM Assembly Language.
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Soft skills

- **Initiative** Starting from 2014, I participated in many Game Jams and took initiative to learn different coding languages such as GML or Python3, employing the skills to great effect in RoguePy or my other Games.
 - **Independence** The vast majority of the projects I have worked on, I have developed alone such as EzSpyCord a program to allow use of leaked API keys or TimeJump where I learnt to make a short and fun experience, so I can independently learn many different skills.
 - **Teamwork** A few of my projects have been worked on as a team, such as MinecraftNavigatorGui where a friend worked with me to add a few features for it, or in some of my more recent Game Jams such as From Slime a game I made in 72 hours with 4 friends.
 - **Creativity** All my projects have required creativity, whether it's in creating a fun and cool game loop or mechanics for a game, or if it's in thoroughly understanding a project and building to meet the requirements perfectly.
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Interests and hobbies

Gaming, especially Minecraft and Counter-Strike. Modding games with new maps, textures, items or functionality. Video making, I've occasionally made and scripted videos ever since I made some gameplay videos with my gaming clan.

References

Email for references.