

Aaron James Trotter

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3D Animator | Technical Artist

Projects

Aug. 2017 – Present

Indie Console Title Production

Ludi. A competitive, turn-based, combat strategy game.

Written in C++ and Unreal Blueprints inside UE4, Ludi is a work in progress that shares similarities with the classic game of chess. The intentions are to pitch a prototype to InvestNI or Ulster University to retrieve funding that will enable me to work full time on this project. Follow my progress on my [portfolio](#)!

Current achievements:

- Multiplayer over LAN
- Complex Menu System
- MySQL Database
- Procedural Cluster Environment Spawning
- Cloud Version Control
- Analytics

Experience

Jun. 2015 – Present

Tascomi Ltd.

Web Developer

- Bug Fixer
- System Administrator
- Data Engineer
- Excellent experience with geospatial data and libraries
- Worked with LAMP, GIT and within an agile development process
- Responsible for ensuring data integrity of local and central government databases, revamping front end and restructuring & modernising back end whilst handling bug support requests through Jira and Zendesk.
- PHP & PostgreSQL
- JavaScript, JQuery & Ajax
- Smarty, HTML & CSS

Jan. 2012

Ecom Software Ltd.

Work Placement – Web Designer and Developer

- Learned essential skills to create and maintain web systems and databases.

2007 – 2011

Aaron J Trotter Designs

Freelance Graphic Designer & Web Developer

- Created and sold a range of web graphics, logos and banners.
- Developed websites and portfolios for local businesses.

Education

Sep. 2013 – Present

BSc. with First Class Honours in Computer Games Modelling and Animation

University of Ulster, Magee (UUM), Londonderry, N.I.

- Year 1 Introduction to game development, 3D modelling and Programming.
 - Year 2 Production of a C# 2D and 3D game in Unity. Further 3D object design and character simulation.
 - Year 3 Distinction in industrial placement with Tascomi Ltd.
 - Year 4 Production of a mobile game with in-app purchases and statistics, an android application with database and a 3D printable product.
- Final Project:** Production of a full game environment and cinematic using crowd systems in UE4.

Skills

I have a desire to learn and achieve and can adapt to new languages very quickly, backed up through my work history and experience in game development. See my portfolio [aaronrotter.co.uk](#). Below are areas that I have had good experience in. Bold text represents the areas that I excel in.

- CGI **Rigging / Animation / Lighting / Environments** / Illustration / Modelling / Texturing / Skinning
- Animation **Max Bones / CAT / IK Solvers & Constraints / Mechanics** / MassFX / MaxScript
- Software **Unreal 4 / Unity / 3ds Max / World Machine / Adobe Creative Suite / WordPress** / Mudbox / Firebase
- Languages **C# / Unreal Blueprints / JavaScript / JQuery / PHP / PostgreSQL / Java / HTML / CSS**

Military

Completed four years of service with the British Army Cadet Force. Awarded Corporal and Senior Cadet Instructor Cadre.

Honours

St John Ambulance First Aid / Level 2 Canoeing Instructor's Qualification / Gold Duke of Edinburgh / Queen's Boy Brigade / Cpl. Army Cadet Force / Tascomi Employee of the Month, Nov. 2015

Courses

Jul. 2009 3D modelling and animation, AmmA Centre
Special Effects and movie production, AmmA Centre
Jan. 2017 Introduction to Matinee in Unreal Engine 4, Pluralsight
Particle Systems and Lighting in Unreal Engine 4, Pluralsight

Interests

Avid gamer with a passion for open world RPGs.
Watch a lot of game development diaries and gaming news programmes.
Data analytics within games e.g. heat maps of player deaths.
Enjoy tinkering with my car and getting my hands dirty.