

Aaron Malley

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Senior Programmer

Adaptable, efficient, and dependable - with over 15 years as a generalist programmer
I am able to confidently jump onto any project and make meaningful contributions.

PROFESSIONAL DEVELOPMENT

Applied Arts Diploma of Advanced Studies (2010) - NBCC Miramichi, Oromocto

Electronic Game Design Diploma (2008) - NBCC Miramichi, Miramichi

Programming Skills

- Go, C#, C++, Javascript, Typescript, Bash, YAML, JSON, Go Templates

Tools, Frameworks, and Software

- Linux, Ubuntu, Git, Gitlab CI/CD, Github Action, Vault, Unity, Docker, Visual Studio/Code, Copilot, Helm, Kubernetes, Perforce, Jenkins, NodeJS, Azure

RELEVANT EXPERIENCES

Ubisoft (2020 - 2026)

- **Senior Programmer (2024 - 2026)**
 - Supporting development teams with the creation of microservice backend infrastructure
 - Setting up and maintaining backend floordev and production environments
 - Developed REST API code-generation tools in Golang used in automation for Kubernetes microservices
 - Led the migration of build pipelines for **Assassin's Creed Rebellion** from Jenkins to Gitlab CI/CD
- **Generalist Programmer (2020 - 2024)**
 - Took a senior role in UI development in an unreleased title using the Snowdrop engine
 - Took a senior role in developing backend microservices for **Rainbow 6 Mobile** (credited)
 - Development various game features for an unreleased hyper-casual Unity game
 - Implemented Unity's UDP API in **Assassin's Creed Rebellion**
 - Refactored Assassin's Creed Rebellion in-game purchasing systems.

REDspace (2015 - 2020)

- **PBS SpringRoll (Javascript)** - Game Programmer
 - Provided input for and developed game development tool sets for the SpringRoll API
 - Worked with web developers to integrate frontend / backend web hooks for SpringRoll games
 - Architected the SpringRoll Studio v2 game developer tool using Electron and Vue
 - Provided game development support to PBS vendors
- **Game Development (Javascript / C#)** - Game Programmer
 - Responsible for leading and developing a variety of HTML 5 and Unity games on web and mobile for clients such as **Nick Jr., Cartoon Network, Marvel, and Sesame Workshop**, as well as internal projects
 - Making sure deadlines are reached and communicating issues to project managers and producers
 - Developing implementation plans and delegating tasks
 - Mentoring juniors
- **Tool Development (Javascript)** - Game Programmer
 - Developed and released an open source Flump animation plugin for Phaser 2 on GitHub and NPM <https://github.com/theREDspace/phaser2-flump-plugin>

Telos Entertainment (2011 - 2015)

- **Zynga Hit it Rich! Casino Slots (ActionScript 3)** - Game Programmer
- **Timeless Gems (ActionScript 3)** - Game Programmer
- **Slingo: Treasure Match & Slingo: Matchmaker (ActionScript 3)** - Lead Game Programmer
- **Bugsters (ActionScript 3)** - Game Programmer

Department of National Defence (2008 - 2010)

- **NBCC Miramichi, Oromocto (C++ / C#)** - Intern Programmer