

Aaron Malley Senior Programmer

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Adaptable, efficient, and dependable - with 18 years as a generalist programmer I am able to confidently jump onto any project and make meaningful contributions.

Programming Skills

- Golang, C#, .NET, ASP.NET Core, REST API, Javascript, Typescript, YAML, JSON, Go Templates, C++, Bash

Tools, Frameworks, and Software

- Git, Gitlab CI/CD, Github Action, Unity, Vault, Docker, Visual Studio/Code, Linux, Ubuntu, Helm, Kubernetes, Perforce, Jenkins, NodeJS, Jira, Confluence, Miro, Azure, AWS
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RELEVANT EXPERIENCES

Ubisoft - Senior Programmer (2020 - 2026)

- Developed microservice infrastructure to support backend developers for an unannounced title
- Developed REST API code-generation CLI tools in Golang used for the development of microservices and deployment to Azure-hosted Kubernetes clusters
- Set up and maintained backend floordev and production environments
- Migrated build pipelines from Jenkins to Gitlab CI/CD for **Assassin's Creed Rebellion**
- Developed UI for an unreleased title using Ubisoft's Snowdrop engine
- Developed microservices for **Rainbow 6 Mobile**
- Developed various game features for an unreleased hyper-casual Unity game
- Implemented and refactored various game systems for **Assassin's Creed Rebellion** in Unity

REDspace - Game Programmer (2015 - 2020)

- Developed game tooling for PBS SpringRoll
- Collaborated with web developers to integrate frontend & backend web hooks for SpringRoll games
- Architected the SpringRoll Studio v2 game developer tool using Electron and Vue
- Supported PBS vendors with the utilization of PBS game development tools
- Developed a variety of HTML5 and Unity games for web and mobile for clients such as **Nick Jr., Cartoon Network, Marvel, and Sesame Workshop**, as well as internal projects
- Developed and released an open source Flump animation plugin for Phaser 2 on GitHub and NPM <https://github.com/theREDspace/phaser2-flump-plugin>
- Developing implementation plans and delegating tasks
- Ensured deadlines were reached and communicated issues to project managers and producers
- Mentoring juniors

Telos Entertainment - Game Programmer (2011 - 2015)

- **Zynga Hit it Rich! Casino Slots**
- **Timeless Gems**
- **Slingo: Treasure Match & Slingo: Matchmaker**
- **Bugsters**

Department of National Defence - Intern Programmer (2008 - 2010)

- **NBCC Miramichi, Oromocto**
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PROFESSIONAL DEVELOPMENT

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

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