

# Aaron Godfrey

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## SUMMARY

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Computer Science and Data Science graduate specializing in gameplay systems, UI/UX design, and modular code architecture. Passionate about building engaging, player-focused experiences and expanding my game development expertise in C++ and C#.

## EDUCATION

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### ARIZONA STATE UNIVERSITY

Computer Science, Bachelor of Science  
Data Science, Bachelor of Science

Tempe, AZ  
Aug 2019 - May 2025  
Aug 2019 - Dec 2022

## WORK EXPERIENCE

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### ADMINISTRATIVE OPERATIONS ASSISTANT (PRN / Part-Time)

Aug 2025 - Present

Arizona State University Research Project (Phar-Mini)

Remote

- Managed Jira ticketing for the scrum team, handling user story creation, bug documentation, and feature requests driven from leadership and internal testing feedback
- Reduced version control merge conflicts by 60%, improving workflow and ticket turnaround time
- Maintained functional live web deployments of our software while planning and deploying a iOS and Android mobile ports

### FINANCIAL ANALYST

Jun 2023 - Jan 2024

Boeing

Mesa, AZ

- Refactored the MQ-25 project database to consolidate data from multiple warehouses into a single reporting view which allowed for better data visibility and preservation
- Automated a vital monthly-recurring report using Excel macros that doubled as a training template for new hires and reduced time spent creating the report by 80%

### QUALITY CONTROL SPECIALIST

Nov 2022 - May 2023

Celerion

Tempe, AZ

- Supervised multiple clinical studies, both solo and as a team, and monitored data anomalies among patient data, maintaining a less than 1% error rate
- Served as a superuser of our document repository, Veeva Site Vault, and provided immediate Tier 1 technical support to clinical staff regarding issues such as document formatting, folder hierarchy, and upcoming process changes

## PROJECTS

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### PHAR-MINI (Volunteer)

Jan 2025 - Aug 2025

City-builder supply-chain simulator (Godot)

- Developed modular UI logic with backend tools and custom node architecture to streamline feature integration
- Coordinated with artists and gameplay engineers to ensure proper system performance, asset delivery, and game responsiveness
- Troubleshooted and refactored scripts to support a successful project migration to a newer game engine version

### CUSTOM GAME ENGINE

Aug 2024 - Dec 2024

- Architected and implemented a modular, component-based game engine in C# using MonoGame, including core systems for physics events, user interface, AI behavior, and more
- Extended the MonoGame framework into a functional 3D engine by scripting core systems for 3D collision detection, spatial lighting, and dynamic camera perspectives

### DREAM WEAVER

Mar 2024 - May 2024

3D Puzzle Adventure Prototype (Unity/C#)

- Built a modular 3D item inventory and inspection system, allowing for dynamic model interaction and custom item descriptions
- Expanded the item-interaction framework to allow easy addition of new object behaviors and gameplay side-effects

## TECHNICAL SKILLS

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**Languages:** C#, Python, C++ (Proficient) | Java, SQL (Familiar)

**Technologies:** Unity, Godot, Git/Github, Jira, Confluence (Proficient) | Unreal Engine, Perforce (Familiar)