

AARON SIRICO

ABOUT ME

Passionate and determined specialist with a strong foundation in object-oriented programming and practical experience in design systems. I thrive in team-oriented environments, bringing a collaborative spirit and a focus on delivering results. With design and practicality at the core of my work, I create solutions that are both functional and aesthetically refined. Experienced in programming for both Unreal Engine and Unity. I utilize C++ and Blueprints for Unreal's system architecture and C# for Unity's game scripting to fully leverage each engine's capabilities.

EDUCATION

Bachelor Degree in Programming
Columbia College Chicago
2020 - 2024

CONTACT ME

219-299-7647

aarronsirico@gmail.com

WORK EXPERIENCE

Union Projectionist
2021-Current Chicago, IL

- Develop strong communication and problem-solving skills by staying in constant contact with clients during events to address technical issues in real time.
- While gaining expertise in AV equipment setup, troubleshooting, and ensuring the reliability of multimedia

Testing Event Coordinator for GAN Human Resources
2023-Current Chicago, IL

- Plan, support, and implement large employment testing events.
- Support applicants in the application and testing process.
- Assist the testing administrator to be sure their goals were met.

Food Service Associate at Sugar Shack Ice Cream
2018-2019 Chicago, IL

- Enhanced time management and efficiency by juggling high-volume customer demands and maintaining quality across all tasks.
- Fostered a collaborative work environment by seamlessly transitioning between roles to support team needs

ADDITIONAL WORK EXPERIENCE

Aflack Insurance Sales Assistant
2018-2019 Chicago, IL

Shift Lead and Arrangement Specialist at Edible Arrangements
2021-2022 Chicago, IL

Italian Ice Server
2019, 2021-2023 Chicago, IL

SKILLS

Programming Languages

- C#
- C++
- Python
- HTML, CSS, JavaScript
- TypeScript

Adobe Suite

- Premiere Pro
- Substance Painter
- Photoshop
- Lightroom

Communication Software

- Microsoft teams
- Slack
- Trello
- Discord
- Zoom

Game Engines

- Unreal Engine 5
- Unity
- Monogame

Modeling Software

- Blender
- Maya
- Reality Capture

Design & Documentation

- Microsoft Office Suite
- Google Workspace
- Miro
- Figma