Aaron Peercy

Cupertino, CA 95014
Portfolio: https://aaron.peercy.net
aaron.peercy@gmail.com
https://www.linkedin.com/in/aaron-peercy
669-264-3340

CAREER PROFILE

Creative and technology-driven game designer with experience developing interactive experiences in Unity and C#. Skilled in designing engaging gameplay systems, iterating on concepts, and delivering polished projects under tight deadlines. Combines hands-on development skills with AI-assisted tools to accelerate prototyping, expand creative possibilities, and bring game concepts to life.

EDUCATION

Worcester Polytechnic Institute – Worcester, MA **Expected May 2029**
Master of Fine Arts in Interactive Media and Game Design

- Courses: IMGD Studio, IMGD Fundamentals (Atmospheric Design)

Baylor University – Waco, TX **May 2026**
Bachelor of Science in Education, Integrated Studies

- GPA: 3.22
- Scholarship: Baylor Distinction Award
- Courses:
  - Software Engineering 1, Data Structures, Introduction to Computer Systems, Introduction to Computer Science 1 & 2, Creative Writing, Technical Writing, Introduction to Film

Game Institute – Video Game Design and Development Certificate **August 2025**

EXPERIENCE

GMTK Game Jam 2026 **July 2026**

- Designed and developed a rhythm game in 96 hours, building a complete project under strict time constraints
- Interpreted the theme “Countdown” into an original and enjoyable concept, resulting in a Creativity ranking in the top 6% of over 10,000 entries, and 50 positive and constructive comments on itch
- Created all visual assets in Adobe Photoshop to enhance the player’s experience.

Divided Attention — Independent Game Design Project **Summer 2026**

- Designed and prototyped a deckbuilding roguelike over three months under the supervision of a WPI professor.
- Designed and implemented more than 125 functional cards by directing Claude Code, accelerating development of a detailed synergistic gameplay system.
- Evaluated gameplay and player enjoyment to identify opportunities to improve the experience.

Game Design and Development Through Manual Programming **Summer 2023**

- Produced a variety of games using design tools like Unity to learn the basics of game development
  - *Flappy Bird Clone*: Learned how to use Unity by remaking the game Flappy Bird
  - *Jetpack*: Explored the use of physics and complicated movement with a tower defense arcade game

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TECHNICAL SKILLS

- **Development:** Unity, C#, C++, Git, GitHub
- **AI-Assisted Development:** Claude Code, GitHub Copilot, ChatGPT, Claude, Jev (TypeSafe), Adobe Firefly, ElevenLabs, SunoAI
- **Creative & Multimedia Tools:** Adobe Photoshop, Adobe Fresco, Adobe Express, ElevenLabs, OBS Studio