Aaron Peercy

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CAREER PROFILE

Creative, motivated, and technology-driven game designer with experience in Unity, C#, and AI-powered design. Skilled in integrating large language models for coding and asset generation to streamline game development. Proven ability to design and complete projects under tight deadlines, including successful game jam participation. Strong foundation in manual programming, prompt engineering, and multimedia creation across visual, audio, and interactive systems.

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EDUCATION

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

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EXPERIENCE

Game Design and Development Through LLM Prompt Engineering   **Summer 2025**
- Coding: Used Claude and ChatGPT within Github Copilot for Unity scripting to develop games and learn prompt engineering
- Visual Assets: Created images and animations for use in games with Adobe Firefly and Dall-E
- Audio: Utilized SunoAI and ElevenLabs to create music and sound effects
- Games:
  - *Sixth Sense*: Used LLMs to entirely code a grid based strategy game centered on a turn timer
  - *AI Narrator*: Integrated an AI agent directly into a scenario to have it narrate player actions

GMTK Game Jam 2025   **July 2025**
- Designed and developed a game in 4 days, building a complete project under strict time constraints
- Interpreted the theme "Loop" into an original and enjoyable concept, resulting in a high creativity rating and positive community feedback on itch.io

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
- Games:
  - *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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ADDITIONAL

- **Technical Skills:**
  - C++, C#, Unity, Git, GitHub Copilot, ChatGPT, Claude, Dall-E, Adobe Firefly, Adobe Photoshop, Adobe Express, Elevenlabs, SunoAI, OBS Studio

- **Student Organizations:**
  - Baylor University Golden Wave Band
  - Baylor Tabletop Club