AAREN GIBSON

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Malaysian Citizen | Q3-3A-01 Andalucia, Pantai Hillpark, Bangsar South, 59200, Kuala Lumpur, Malaysia

My name is Aaren, I enjoy many aspects of technology but the two main areas I am most passionate about and have the most knowledge in are Web, Software and Game Development.

However, I'm also interested in other fields of computing including Artificial Intelligence and Data Analytics.

EDUCATION

UNIVERSITY: Asia Pacific University, BSc in Computer Science

October 2020 – October 2022. Asia Pacific University, Jalan Teknologi 5, Taman Teknologi, 57000

Studies in Java, Creativity & Innovation, Research Methods, Data Analysis Programming, Computer Theory, Data Structures, Concurrent Programming, System Administration, Low Level Techniques, System Programming & Computer Control, Network Security, Internship, Innovation Management, Project Management, Algorithmics, Real-Time Systems, Emergent Tech, Usability, Image Processing and Pattern Recognition, Distributed Systems, Developing Applications on the Cloud and Final Year Project.

COLLEGE: Asia Pacific University, Diploma in ICT with Data Informatics

April 2018 – April 2020. Asia Pacific University, Jalan Teknologi 5, Taman Teknologi, 57000

Studies in Business Management, Basic IT Skills, Entrepreneurship, Research Skills, Discrete Mathematics, Communications, Information Systems, Database Systems, System Architecture, Operating Systems, Python, Networking, Data Analytics, Numerical Methods, System Design, Software Engineering, Java, Artificial Intelligence, Market Science, Software Development.

SECONDARY 2: I-Fokus Learning Centre, Cambridge IGCSE

Nov. 2015 – Nov. 2017. I-Fokus Academy, Plaza Damas, Sri Hartamas, 50480 Kuala Lumpur

Studies in Computer Science (A), Physics (A), Malay (A), 1st Language English (B), Economics (B), Extended Mathematics (C), Chemistry (C), Biology (C).

SECONDARY 1: SMK Seri Hartamas, SPM

Feb. 2011- Oct. 2015. SMK Sri Hartamas, 50480 Kuala Lumpur, Malaysia

Studies in Mathematics, Additional Mathematics, Physics, Chemistry, Siviks, Bahasa Malaysia, Sejarah (History). Reason for leaving: switched to IGCSE curriculum.

PRIMARY: ELC International School

Jan. 2005 – Dec. 2011. ELC International School, Sungai Buloh, Selangor, Malaysia

Studies in English, Bahasa Malaysia, ICT, Mathematics, Science, Geography, History, Social Studies, Art, Music, Physical Education. UK Curriculum.

EXPERIENCE

FINAL YEAR PROJECT:

For the degree final year project, researched the applications of Machine Learning in game development and how they could be combined. Resulted in creating a demo racing game that uses Artificial Intelligence and Machine Learning to control non player characters.

SOFTWARE DEVELOPMENT PROJECT:

As part of the software development project for the Diploma, produced functional web application that incorporates front-end and back-end components along with administration functions in the form of a web page that users can use to find small-time jobs.

WEB DEVELOPMENT:

Developed websites and webapps for personal use as well as for clients as freelance work. Created simple website for a Nutritional Medicine Clinic during internship program.

GAME DEVELOPMENT:

Created own mods for various games, mostly ArmA and Minecraft. Also took part in larger modding projects as a programmer in C++/SQF. Also took online class on creating a Game Engine from scratch using C++ and OpenGL.

GRAPHIC DESIGN:

Designed T-Shirts for apparel for FrequencyOne and also for university events. Sometimes also made logos and icons for websites/applications.

FREELANCE MODELING:

Often take USD freelance work related to creating assets for use in games/media. Usually 3D models/textures, but sometimes audio or 2D graphics. Capable of doing both hard surface and organic modeling familiar and am familiar with the high-low poly pipeline.

TUTORING:

Tutored young children aged 12 – 14 in ICT, mostly MIT Scratch programming, at I-Fokus Academy.

VIDEO:

Got first place in state level schools film competition: Liga Remaja Kreatif 2015, co-sponsored by SKMM, MCMC, JPM, Media Prima, Telekom Malaysia, on the topics of 'Modern Malaysia' and 'Saya anak Malaysia'. Aged 15.

Created storyboards/scripts, scouted locations, filmed scenes, edited video.

SKILLS

For a majority of these languages/software, I am self-taught. Most of what I know about them comes from experimentation and learning through my own projects.

The skills I have a formal education in are marked with a (*).

LANGUAGES:

- C++*
- C#*
- Java*
- JavaScript
- NodeJS
- ElectronJS
- HTML/CSS*
- PHP
- SQL*
- SQF/SQS
- Visual Basic*
- Python
- R*

SOFTWARE:

- Unreal Engine 4
- Godot
- Cinema 4D
- Substance Painter
- GIMP
- Adobe Photoshop*
- Adobe Premiere
- Amazon Web Services
- Google Cloud
- Microsoft SQLServer*
- Microsoft Visual Studio*
- Microsoft Visual Studio Code
- NetBeans*
- Eclipse*

MISCELLANEOUS:

- PC Assembly
- PC, Phone, Laptop repair
- Server/Network Setup