Austin Schuette

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Multi-faceted developer, game designer, and 3D artist with a wide variety of skills in various areas, such as web development, game design, virtual and augmented reality, and 3D modeling, texturing, rigging, and animation.

Projects:

Unity VR Project

Spring 2023/Spring 2024

Our biggest, if not our main project throughout the course of the GIMM program is to create a VR game from the ground up. I decided to make a music fighting game, as I believed it would work well in VR. I then created the base game using C#, the 3D assets in maya, and the visual effects in the Unity VFX Graph, and then used a series of UX testing in order to improve the flow of the game.

Form Animation Website

Spring 2024

In this project, I built a CRUD API website that can have a user view/filter the info from the database, create new entries, and edit/delete existing entries. This website allows the user to create an animation based on the frames they upload into the database and then, at the end, play the animation. I did this using HTML, CSS, JavaScript, and MySQL, as well as various libraries such as Node.js and Bootstrap.

The Bidirectional Flow of Time Interactive Comic

Spring 2023

This project was a collaborative effort between me and four other students. The task was to explain a phenomenon of quantum physics using an interactive comic, in which our topic was the bidirectional flow of time. My role was to create the artwork, done in Adobe Illustrator and Photoshop, as well as the concept art.

Work Experience:

Bardenay Restaurant and Distillery - Line Cook

Summer 2023

In this job, my responsibilities were to work in a team environment to prepare the restaurant for opening and cook food for guests.

Education:

Boise State University, Boise ID

Games, Interactive Media, and Mobile Technology, Bachelor's Degree

August 2022 - Present, currently enrolled