Astor Donovan-Goujon

https://astor730.github.io/Portfolio/

astormg999@gmail.com

917-513-9850

EDUCATION

Northeastern University Boston, MA

3.2/4.0 GPA

BS in Computer Science and Game Development

May 2024

SKILLS

Software:

VScode, Github, Unity, Unreal Engine, Excel, Google Docs, Slides, Drive

Programming Languages

Python, Java, C, C++, C#, Typescript, React, CSS, SQL, VBA Code

Tools and Libraries

Git, SDL2, glm, Socket, JUnit, Jest, Open Telemetry, Grafana, Docker,

TRACK AND FIELD

Brooklyn Technical High School

NY State 600m Qualifier (2019)

800m NYC Sophomore Champion(2017)

National 4 × 800m Qualifier (2018)

4 × 800m NYC Champion (2019)

Northeastern University

Division 1 Track Athlete

Eastern States Champion in the DMR (2020)

3rd Place at the BU Opener in the 800m (2021)

800m Qualifier for IC4A (2023)

4×800m CAA Qualifier (2020)

League of Legends Esports Club

Player

Scouted opposing teams to come up with counter strategies

Participated in a 2 month long season with 4 fellow players

Hosted gameplay reviews to help identify areas for improvement

Qualified for playoffs in our league

Coach

Finding the best characters to select against each of our opponents

Found practice opponents and organized practice times

Organized team bonding events such as team dinners

There to support my players during moments of bad performance

WORK EXPERIENCE

Software Engineering Intern *Wood Mackenzie*

Boston, MA (July 2021 - December 2021)

- Implemented a new function to pull data into unique Excel workbooks in VBA Code
- Standardized Excel workbooks so data was more readable and was compatible with the new function
- Achieved proficiency in VBA code and Excel function to be able to implement new code into work book codebases
- Incorporated flow network principles to improve data prediction by allowing for adding and subtracting nodes from a network.
- Coordinated with my fellow intern to delegate tasks to improve efficiency.

Software Engineer Co-Op *State Street*

Boston, MA (July 2022 - December 2022)

- Researched the Open Telemetry library to understand how to implement it into code bases.
- Implemented Open Telemetry into various micro services in java to communicate with a Grafana dashboard.
- Gathered data about the longest running functions and communicated that data with my team so they could make the code more efficient.
- Collaborated with senior engineers to help improve the readability of my deliverables.

Projects

Gameplay Engineer *Underworld's Pursuit*

Boston, MA (Febuary 2024 - April 2024)

- Coded the player controller, physics and the jump, dash and shooting abilities in Unity2D.
- Coded the menus and the handler for transitioning between scenes.
- Wrote and implemented the background music. Different areas of the soundtrack would play in different areas of the game along with a custom music effect when the player lost.

Systems and Animation Engineer *Dream Beast*

Boston, MA (January 2024 - April 2024)

- Coded player data persistence when transitioning from the map to battle interactions.
- Found and implemented particle animations to play during battles when Dream Beast's use their moves.
- Designed and coded moves that Dream Beasts use to create a complex battle system

Technical Designer *Sight and Noise*

Boston, MA (October 2023 - December 2023)

- Leveraged the Unity audio engine to design and implement robust sound effects for a hearing player to make it easy to navigate their environment only based on sounds.
- Balanced variables in the environment to make a maze harder to navigate and encourage teamwork from players.
- Ran play tests to collect player feedback then worked with my team to parse that feedback to come up with areas of our game that we needed to improve.