August Yadon
Cleveland, OH
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http://www.AuggoDoggoGames.com

Software Engineer/Game Developer

- *Brings vivid ideas and concepts to life through programming and digital artwork.*
- *Self-motivated and driven to complete projects.*
- *Keeps track of goal progress and balances what needs to be done vs what does not.*

Technical Tools

C#, C, Cg(HLSL), SteamVR, Java, JavaScript, node.js, AWK, Unix Shell, Blender, Unity3D, Git, SVN, Solr, Kafka, SQL, MongoDB, Nunjucks, Hapi.js, ffmpeg, html/css, Vive/Oculus.

Professional Experience

Gameplay Programmer, 01/2017 to present – Auggo Doggo Games, Cleveland, OH

Created *Plunker*: code, art, game mechanics, shaders, level design, architecture…
Highlights:

- Wrote code that controls the flow of events, as well as code for individual mini-games and interactions such as crash landing an airplane, or parachuting from the sky with a high level of control and haptic feedback to give a thoroughly enjoyable experience.
- Created characters and thought of interactions that would have an impact on the person playing, or cause them to laugh out loud, for example: breaking into the bathroom to get “private space” for one game objective, only to be forced to punch out a large man on the toilet to get more privacy.
- Held live Twitch training sessions teaching my followers how to use C# with SteamVR to help them get a solid foundation for their creative endeavors.
- Put up a source code walkthrough on my website where I create entire guides of how some of my more interesting code was made and how you would make your own step by step.

Software Engineer II, 01/2015 to 12/2016 – Nimblefish Technologies, San Francisco, CA

Scalable Backend Server Development, Data-Processing Scripts, OOP Platform configuration.

Hardware Engineer I, 10/12 to 12/14 – General Dynamics, Santa Clara, CA

Low level driver development, Build Script engineering, Hardware/Firmware programming.

Education

Case Western Reserve University – Cleveland, OH

Bachelor of Science in Electrical Engineering, 5/12

Game Development

Aside from the projects I've listed below, I've done many other experimental projects to fill in the gaps and primarily to learn new techniques and parts of game development. By far my favorite thing to do is writing game mechanics, but I love everything about programming when it comes to bringing ideas to life.

Sweepyheads, 01/2016 to 08/2016 – Unity 3D – Side Project, San Francisco, CA

Colorful 3D Action Adventure Platformer for the PC

Highlights:

- Learned how to create, texture, rig and animate 3D models in Blender.
- Wrote overarching gameplay scripts to control the flow of scenes and events which progress storyline.
- Wrote custom 3rd person camera script including zoom and strafing from mouse input and character location, the camera would sidle around objects to get the farthest shot that is not obscured by objects and would never clip through terrain.
- Wrote storyline for and character profiles for numerous interesting and funny characters.
- Made a health, currency, and combat system with satisfying pick-ups, sounds, and visuals.
- Made many other puzzles and highly scalable/efficient complex systems for the player to interact with in order to get produce satisfying/fun feelings while progressing through an interesting storyline.

Plunker, 01/2017 to Present – Unity 3D – Auggo Doggo Games, Cleveland, OH

Virtual Reality Action/Puzzle/Comedy game for the PC (HTC Vive, Oculus Rift)

Highlights:

- Solo created all of the models, animations, scripts, storylines, ideas, the entire game, aside from a few royalty free sounds and some placeholder textures.
- Organized a timeline, project plan, and minimum viable product for the entire game to be done in approximately one year.
- Wrote custom shaders to simulate effects of bullets travelling through sand creatures, which leaving gaping holes that slowly fill back up.
- Wrote code to add polish to the game for things like characters following the player with their eyes, clouds flying past the outside of the airplane.
- Wrote editor scripts to vastly improve production time. For instance, I created a script that allows the level designer to click two points on a terrain object and the height map between those two points is then used to generate a 3D model from scratch. I can then use the chunk of terrain in blender for making caves in terrain, or creating simplified mesh colliders for teleporting to a specific area.
- Many other interesting mini-games, game mechanics, storyline parts, and jokes.