**August Yadon**  
Cleveland, OH  
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[http://www.AuggoDoggoGames.com/source/](http://www.auggodoggogames.com/source/)

**Software Engineer**

* Bring vivid ideas and concepts to life through programming and digital artwork.
* Self-motivated and driven to complete projects.
* Great at keeping track of goal progress and balancing what needs to be done vs what would be nice to get done if we have the extra time. Minimum viable products first.

**Technical Tools**

C, C#, C++, Cg, JS, node.js, AWK, Unix Shell, Unity3D, Git, SVN, Perforce, Solr, Kafka, SQL, MongoDB, Nunjucks, Visual Studio, HTML, CSS, HTC Vive, Oculus Rift, Android

**Professional Experience**

**Backend Developer,** 06/2018 to present – Rewind.site - NYC, New York

Completed tasks to bring new features to a Demo Viewer platform

* Wrote code to stream values and events to front end.
* Worked on third person camera perspective and view model customization.

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

Created *Plunker*, all parts, code, art, voices, characters, story, shaders, concepts…

* Wrote overarching 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 with a high level of control and haptic feedback to give a thoroughly enjoyable experience.

**Software Engineer II,** 01/2015 to Present – Nimblefish Technologies - San Francisco, CA

Backend Plugin/Server Development, Data Processing Scripts, Test Driven Development.

* Developed and maintained highly variable/dynamic websites for multiple clients and introduced customized functionality as discussed in client facing meetings.
* Implemented major plugins with minimal direction and architecture, such as a custom monitoring system for our 1200+ landing pages, website visit event collection system, oAuth Server Configuration, Admin database management tool.

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

* Reimaged and programmatically tested bulk sets of hardware
* Wrote low level C code to send and receive byte codes via serial

**Education**

Case Western Reserve University – Cleveland, OH  
**Bachelor of Science in Electrical Engineering**, 5/12