**August Yadon**  
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**Software Engineer/Game Developer**

* Absolutely love bringing 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.

**Technical Tools**

C#, C, Cg(HLSL), SteamVR, JavaScript, node.js, AWK, Unix Shell, Blender, Unity3D, Substance Painter, Git, SVN, Perforce, Solr, Kafka, SQL, MongoDB, Nunjucks, Hapi.js.

**Professional Experience**

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

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

* Wrote overarching code that controls the flow of events as well as code for individual minigames 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.
* 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 guy on the toilet to get more privacy.
* Held live Twitch training sessions teaching my followers how to use C# to bend VR to their will, as well as put up some of my general use code for anyone who wants to use it to advance the indie VR scene by giving everyone a wheel so they don’t have to reinvent it. Example: Function that rotates the player so that they face a specified direction.

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

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

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

**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.