

# Austen King

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## Projects

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### Project 1: single page e-commerce

**Role:** (front-end developer)

**Client:** RichieT Music

**Location:** San Antonio, TX

**Technologies used:** HTML, CSS, Javascript, SDK

I created an e-commerce single-page site for merchandise sales for RichieT Music using **HTML** and **Javascript**. I also integrated the page into a pre-existing portfolio site as well as followed the existing style and formatting as requested by the client using **CSS**. The page also implemented an **SDK** for Square into a custom payment page that would receive customers' info to receive customer info and deliver payments to clients.

### Project 2: Multi-page blog-style site

**Role:** front-end developer

**Client:** Summer's Deals

**Location:** San Antonio, TX

**Technologies used:** HTML, CSS, Photoshop, API, JSON

I created a multi-page site for couponing and deal searching for Sumer's deals. I created the site using **HTML** and styled it with **CSS**. I implemented an **API** that would scrape Amazon to find daily deals and pair them when possible, with coupons to get the lowest price possible for products. I would then receive results As a **JSON** file then use **Jquery** to parse results for desired information I was also tasked with managing the site for several months after deployment to update with posts and desired changes.

### Project 3: Call of the West

**Role:** Programmer

**Client:** Team Try Again

**Location:** San Antonio, TX

**Technologies used:** Unity3D, C#, Visual Studio, Perforce

I was part of a small development team creating a 2/3 perspective action-adventure game using **Unity3D**. During the 6-month development cycle, I was tasked with programming the AI system. This system included 4 unique enemy variants and a special boss enemy with 3 phases. All enemy variants ran on a master AI state machine that would control all AI actions such as patrol, look for the player, and attack which I was responsible for programming as well.

## EDUCATION

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**Full Sail University** | Bachelor of Science in Game Design

Received Sep. 2020

- GPA: 2.9/4.0
- *Member* of the NSCS

## SKILLS

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HTML, CSS, JS, API, SDK, SQL, C#, GIT, JSON

| Photoshop | Illustrator | Unity3D | Jquery | Perforce