

# Austin Ford

## Game Developer / Software Engineer

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## EDUCATION

### Rochester Institute of Technology

Bachelor of Science in Game Design and Development    AUGUST 2015 - MAY 2019

## SKILLS

### Programming Languages

C#, C++, Java, JavaScript, HTML5 & CSS, Python

### Development Software

Unity, Git, Unreal 4, Microsoft Office, Google Suite, Visual Studio, VS Code

### Other Software

Autodesk Maya, Photoshop, Audacity, TargetProcess, JIRA, Rally

## EXPERIENCE

### RIT Center For Detectors - Lab Assistant / Software Engineer

MAY 2018 - APRIL 2019

- Worked as a software engineer on the Engineering Verification Test project which validated functionality and gauged performance of various circuit designs. I was in charge of documenting, updating, and organizing some of our code base which was primarily written in Python.
- Aided in the development of code that facilitated communication between the custom terminal interface and the provided hardware used to run tests. Also debugged said code to ensure test results remained consistent and reliable.
- Used GitHub to track versioning of the code base and perform routine documentation/merging of maintenance code.

- Worked as a lab assistant on the DEWAR vacuum sealed system for testing photodetectors in harsh conditions similar to the environments they would be deployed (outer space)
- Took charge of maintenance and repair of the entire DEWAR system and detector chips that could withstand the environment of space and deliver accurate data quickly
- Aided in collecting data from tests run on the detectors and debugged issues associated with data collection

## PASSION PROJECTS

### Base Zero (3D FPS)

- Base Zero is a 3D first-person shooter made in Unity. As the team lead, I took on the role of organizer, lead programmer, artist, and game designer to guide myself and 3 team members through the development cycle of our game
- Designed and programmed many of the major gameplay features such as player inventory, a shop for the player to buy gear, and most aspects of PVE combat
- As our team's artist, I created and textured all of the 3D assets we used for the game in addition to my other contributions to the project

### Cyprian 3D Game Engine (C++ Game Engine)

- Programmed a game engine using OpenGL and C++ that could render textured models using advanced 3D positioning and rotational orientation
- Created a demo scene to showcase the engine that had working collision detection, custom ambient occlusion, and a skybox

### Just Force (Top Down Shooter)

- Just Force is a top-down shooter made using the Monogame framework in C#. As the Lead System Architect & Programmer on a 4 person team, my responsibilities included collision detection and handling, level saving and loading, and tracking player progression through our level hierarchy. Also spent time contributing to the weapons and menu systems