

# Connor Austin // *Software Engineer*

cjaustin42@gmail.com • (+1) 615-806-4822 • connoraustin.xyz • linkedin.com/in/cjaustin42

## Experience

### Raven Software

Senior Gameplay Engineer | September 2022 - Current

- Shipped three Call of Duty titles.
- Received employee of the year award for job excellence.
- Optimized performance of several gameplay systems.
- Worked heavily with both modern C++ and C style systems.
- Spearheaded the development of a new game mode. Collaborated closely with artists and oversaw production while implementing innovative new gameplay elements.
- Implemented many new gameplay features and systems including core tool and engine functionality.
- Debugged and fixed high priority live server crash dumps.
- Actively engaged in the play test design and feedback sessions.
- Created design proposals that were accepted and shipped.

### Zenimax Online Studios

Gameplay Engineer | November 2018 - August 2022

- Shipped and supported several major expansions for Elder Scrolls Online.
- Delivered new gameplay features including card game AI, item inventory systems, and hot-swappable player builds.
- Worked on multithreaded systems including character model setup.
- Maintained and improved combat scripting system and worked closely with design implementing new scripting interfaces.
- Profiled features ensuring they were scalable to MMO proportions.
- Redesigned several legacy systems while maintaining backwards data compatibility.
- Fixed several high priority live bugs and crashes.
- Discovered and corrected major game exploits.

### UBS

Software Developer | June 2018 - October 2018

- Implemented JMS (Java Messaging Service) for automating processes.
- Coordinated with Business Analysts to ensure we were delivering quality software that aligned with client expectations.
- Lead and presented a hackathon project that developed an all-in-one employee onboarding assistance software solution.
- Wrote and debugged many PL/SQL database procedures that analyzed critical customer data.

## Skills

### Languages

C, C++, Python, Rust, C#, Java, PHP

### Tools

Perforce, Git, SQL, VTune, Azure, Docker, Visual Studio

### General

Debugging, Profiling, CPU internals, Task scoping, Game design

## Education

Computer Science, BS  
Lipscomb University, 2018

## Certifications

AbleGamers Certified  
for accessible design practices.