

Connor Austin // Software Engineer

✉ cjaustin42@gmail.com 📞 (615) 806-4822 🏠 connoraustin.xyz 🌐 github.com/connoraustin 🌐 linkedin.com/in/cjaustin42

Experience

Zenimax Online Studios

Gameplay Engineer | November 2018 - Current

- ▶ Scoped, documented, architected and implemented many gameplay features from database to client.
- ▶ Worked closely with designers to provide scripting support for our in-house visual scripting system and also maintained the system itself.
- ▶ Profiled and improved costly in-game systems.
- ▶ Fixed high priority 1%-repro bugs on live.
- ▶ Discovered and fixed in-game exploits in various systems.

UBS

Software Developer | June 2018 - October 2018

- ▶ Implemented JMS (messaging service) for automating processes.
- ▶ Wrote and debugged many PL/SQL procedures.

Intrinsic Value

Contractor | Jan 2018 - May 2018

- ▶ Built the iOS app and assisted in debugging the Android app for a react-native app while communicating with a third-party software development team.

Revenue Platforms

Software Intern | May 2017 - Aug 2017

- ▶ Co-led research project under supervision of CEO on predicting medical claim payment amounts using a deep neural network.
- ▶ The research project was successful and was 10% more accurate on average than the previous model.

American Music Channel

Software Intern | June 2016 - Aug 2016

- ▶ Configured and managed the staging server.
- ▶ Built search functionality for artists, albums and songs. The search function would aggregate data from multiple databases for information well as embed music videos if available.

Projects

MIPS Simulator

<https://goo.gl/gjk9Rp>

Created a visual simulation of a MIPS CPU in C++.

Rust Ray Tracer

<https://goo.gl/iP5Fgw>

Wrote a graphical ray tracer to render an animated scene in Rust.

SNES Controller

<https://goo.gl/NH54TN>

Soldered Arduino to SNES controller board and used C to communicate with it.

Mountain Man

<https://goo.gl/VLZMmg>

Built an Android game in a week using Unity, C#.

Skills

Languages

C / C++, C#, Java, Python, Rust, PHP, SQL, Oracle PL/SQL

Frameworks

Boost, Unity, Game Maker, Android, iOS, Node JS, Django, Joomla

Tools

Git, Perforce, Azure, AWS, Docker, Visual Studio, Android Studio, XCode

General

Profiling, Communication skills with designers, Networking knowledge, Low level CPU knowledge, Task scoping, Basic game design knowledge

Education

Computer Science, BS

Lipscomb University, 2018

Interests

Programming, Game design, Music, Board games, Video games, Beer brewing, Coffee, Latte art, Working out, Vinyl records

Compiler

<https://goo.gl/WR9Ngj>

Made a compiler in C, Bison and Flex to compile a homegrown language.

Physics Website

<https://goo.gl/h9cnUg>

Made a website to compile personal notes for physics.

