

Connor Austin // Software Engineer

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Experience

Zenimax Online Studios

Gameplay Engineer | November 2018 - Current

- ▶ Shipped many gameplay features including card game AI, companion items, and hot-swappable player builds.
- ▶ Worked closely with designers providing scripting support and maintained the scripting system itself.
- ▶ Profiled features in stressful scenarios.
- ▶ Redesigned several legacy systems while maintaining backwards compatibility.
- ▶ Fixed high priority live bugs.
- ▶ Discovered and fixed several exploits.

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 the Android app in react-native.
- ▶ Mediated communication with software contractors.

Revenue Platforms

Software Intern | May 2017 - Aug 2017

- ▶ Co-led research project predicting medical claim payment amounts using a neural network.
- ▶ The research project 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.

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 wrote input driver for it.

Mountain Man

<https://goo.gl/VLZMmq>

Built an Android game in a week using Unity.

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.

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, Exercising, Vinyl records

