Connor Austin *// Software Engineer*

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Experience

Raven Software
Senior Gameplay Engineer | September 2022 - Current

- Shipped three Call of Duty titles.
- Used modern C++ while maintaining legacy C style systems.
- Won employee of the year award for job excellence.
- 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.

Interests
Programming, Game design, Music, Board games, Video games, Brewing, Coffee