

Connor Austin // Software Engineer

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Experience

Raven Software

Senior Gameplay Engineer | September 2022 - Current

- ▶ Shipped Call of Duty: Modern Warfare and Call of Duty: Modern Warfare II
- ▶ Implemented gameplay features using a mix of C++ and script.
- ▶ Debugged and fixed crash dumps that were blocking artists and designers.
- ▶ Spearheaded creation of a new gamemode, working closely with artists and tracking overall production while implementing the gameplay.

Zenimax Online Studios

Gameplay Engineer | November 2018 - August 2022

- ▶ Shipped and supported several major expansions.
- ▶ Delivered new gameplay features including card game AI, companion items, and hot-swappable player builds.
- ▶ Worked closely with designers by providing scripting support and maintained the scripting system itself.
- ▶ Performance profiled features ensuring they were scalable to MMO proportions.
- ▶ Redesigned several legacy systems while maintaining backwards compatibility.
- ▶ Fixed high priority live bugs and crashes.
- ▶ Discovered and fixed several major exploits.

UBS

Software Developer | June 2018 - October 2018

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

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/h9cnUq>

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

