Austin Morris

Nepean, Ottawa

705-854-0734   Austinmacdonaldmorris@gmail.com

About Me

Third-year college student at Algonquin College of Applied Arts and Technology pursuing a degree in Game Development, set to graduate in 2024. Specializing in technical/gameplay programming within Unreal Engine and Unity. Looking for an internship at any time or full-time position from 2024 onwards. Eagerly seeking opportunities in the game development industry, with a focus on gameplay programming, upon graduation.

SUMMARY OF QUALIFICATIONS

- Proficient in **C+, C#, C,** Javascript/CSS, OpenGL Shader Language (GLSL)
- Experience working in **Unreal Engine, Unity,** GameMaker
- Familiar with project management & **version control using Github**
- Comfortable with using **Jira and Trello** to organize workflow in a team environment
- Guiding team members with **detailed development documentation** to provide other team members necessary information to expand, learn, and adapt existing code
- Experienced with **creating UML diagrams** to systematically explain processes in code.

EDUCATION

Game Development (Diploma)

Algonquin College, Ottawa
Year of Enrollment: September 2021
Expected Graduation: April 2024

Relevant Coursework

- Advanced Game Programming with Unreal Engine & Unity
- Game Design Principles
- Team and Project Management
- Custom Engine Creation with OpenGL & C++
- Complex Physics and Collision Math
- Maintaining proper and consistent work ethic

Notable Projects

- **Project: Abyss - Major Capstone (8 months - 14 people)**
- Grim Harvest - Mini Capstone (4 months - 6 people)
- Custom 2D C++ Game Engine (4 months - solo)
- Custom 3D C++ Game Engine (4 months - solo)

If you want to see any of these projects in detail, please visit my portfolio website,

treerover.github.io

REFERENCES

References and previous work not listed available upon request.