Austin Macdonald Morris

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Objective

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.

Skills

Programming Languages

- C++, C#, C, JS/CSS, OpenGLSL

Game Development Engines

- Unreal Engine (4 & 5), Unity

Version Control & Project Management

- Github, Jira, Trello, Scrum, CMD Line

Documentation & Communication

- Detailed Module Designs, UML Diagrams, Team Collaboration, Workflow Organization

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
- Detailed Formal Documentation
- Team and Project Management
- Custom Engine Creation with OpenGL & C++
- Complex Physics and Collision Math
- Networking in Unreal Engine

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 and previous work not listed available upon request.

Specific Programming Skills

C++

- Proficient in object-oriented programming (OOP) concepts.
- Strong understanding of memory management and pointers.
- In-depth knowledge of C++11 and later standards.
- Competent in debugging and optimizing C++ code.

C#

- Expertise in C# for game development in Unity.
- Comfortable with Unity's scripting API.
- Skillful in creating and managing GameObjects and components.
- Proficient in event-driven programming using C#.
- Knowledgeable about Unity's UI system and creating user interfaces.

C

- Solid understanding of procedural programming in C.
- Experience with low-level programming and system-level interactions.
- Competent in working with pointers and memory allocation in C.
- Strong grasp of data structures and algorithms in C.

Unreal Engine Codebase

- Proficient in Unreal Engine's C++ API.
- Skilled in gameplay programming and implementing mechanics.
- Experience with Blueprints for rapid prototyping.
- Solid understanding of Unreal's networking and replication.
- Competent in integrating custom C++ code into Unreal projects.