

Austin Macdonald Morris

Nepean, Ottawa

705-854-0734 Austinmacdonaldmorris@gmail.com

Gameplay Development Specialist

Graduate of Algonquin College, Ottawa Game Development program with specialty in technical gameplay programming within Unreal and Unity engines. Currently seeking full time positions with employers with well developed team dynamics and opportunities to develop my skills with likeminded industry professionals.

Skills

Up to three years of development experience in the following languages:

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

Game Development Engines

- Unreal Engine (4 & 5), Unity, Godot 4

Version Control & Project Management

- Github, Jira, Trello, Scrum, CMD Line, Unity Version Control

Documentation & Communication

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

Education

Game Development (Diploma)

Algonquin College, School of Advanced Technology, Ottawa

Year of Enrollment: September 2021

Graduated: April 2024

Relevant Coursework

- Advanced system design with Unreal Engine and Unity
- Inheritance Systems Programming in C and C++
- Detail Oriented Documentation procedures
- Team and Project Management with Agile Development Cycles
- Custom Engine Creation with OpenGL & C++
- Complex Physics and Collision Math
- Advanced UI in Unreal Engine

Notable Projects

- **Major Capstone - Project: Abyss (Q2 2023 - Q1 2024) (Dev Team: 14)**
 - **Sea Sorting - Solo Project (Q1 2024) (Dev Team: 2)**
 - Unannounced Project - Terracotta Games (Q2 2024 - TBD) (Dev Team: 4)
 - Grim Harvest - Mini Capstone (Q3 2023) (Dev Team: 5)
 - 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.

Agile Development

- Experience with team project development using Jira and similar software.
- Well-versed in Stories, Tasks, and Bug fixes ideologies for projects.
- Understanding of scope creep, and how to break down projects into easy to tackle tasks.