

Austin McGlothlin

Programmer and Linguist | Aspiring Polymath and Polyglot

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<http://austin-mcg.com/>

EDUCATION

- B.A. in Computer and Information Science
 - o Berea College 2017'
 - o Major GPA: 3.1
 - o Minor in Asian Studies

WORK EXPERIENCE

Beginner-Intermediate Weaver | Spring 2016 - Spring 2017; Including Summer

Fireside Weaving - Berea College Student Crafts

- Produced quality oriented textiles, daily
- Exercised quick problem solving skills upon mechanical and clerical errors, daily
- Assured quality of textiles by exercising early-process protections and post-production mending, daily
- Sustained clear communication and team effort amongst coworkers
- Trained coworkers both with and without supervision

Teaching Assistant - Database Systems | Fall 2017

Berea College Computer Science Department

- Guided students through the database management and web development process
- Facilitated communication efforts between students and clients
- Assisted in design to product processes with students
- Analyzed students' work with quality assurance in mind and responded accordingly
- Mediated group conflicts with guidance from the professor
- Counseled on and demonstrated debugging processes with groups

Teaching Assistant - Asian Cinema | Spring 2016

Berea College Asian Studies Department

- Met one-on-one with students with goals to:
 - o Stimulate interest and facilitate analysis of Asian film
 - o Coach students throughout the writing process of analysis reports
 - o Demonstrate research and communication skills
- Edited and responded to academic writing for clarity and consistency

Peer Consultant | Fall 2014 - Spring 2015

Center for Transformative Learning - Berea College

- Assisted and coached colleagues one-on-one with various types of communication skills including the research process and presentations.
- Advised many ESL students on their English communication skills.
- Developed, organized, and lead community-wide writing and research workshops.
- Managed multiple clerical responsibilities such as taking appointments and communicating with campus community members.

NOTABLE PROJECTS

(Please See web portfolio for builds, documentation, and other materials)

Classic Game Recreation Project - 2018 (ongoing)

Unity Engine | C#

Ongoing project to recreate a handful of classic video games for educational purposes in order to best learn the game design process. Other games will be made in other engines as well to continue this project. I am currently finishing up the first game project, a recreation of Nintendo's The Legend of Zelda on NES.

Personal Portfolio Website - 2018 (ongoing; <http://austin-mcg.com>)

AngularJS | Javascript | HTML | CSS

Educational project to learn to use JavaScript to make a single page, responsive, and well organized web application. First solo web development project aimed to quickly and simply display projects I have worked on.

Team Initiated Game Development Project - Spring 2017

Unity Engine | C#

Team project geared towards learning about applying AGILE development practices towards developing a video game demo in Unity Engine. Second game project. Course was created specifically by and for the team.

Pine Mountain Settlement School Temperature and Humidity Sensor System - Fall 2016 (In use)

Arduino | C

Member of code architecture and state machine management team. Hardware project utilizing C and Arduinos for prototyping a large scale temperature and humidity monitoring system for Pine Mountain Settlement School. (Berea College course ran as a real world work simulation.)

Unity Side Scrolling Game Design and Development Test - Fall 2016

Unity Engine | C#

Senior Project. First attempt at learning Unity Engine in C#. Extensive demo design documentation and test development including design and development of enemy AI state machines and documented AGILE based development cycles.

Codeworkout Q&A Database - Spring 2016

Ruby on Rails | Ruby | MySQL | HTML | CSS

Client oriented project for developing a question and answer forum for CodeWorkout, a web app used for programming education for the Computer Science department at Virginia Tech.

(<https://github.com/aumcgl/code-workout>)

Berea College Faculty Development Database Prototype - Fall 2015 (In use - now known as Eddy)

PHP | MySQL | HTML | CSS

Back-end, PHP developer. Client-oriented web app database system for basic CRUD with advanced search options for managing faculty development events.

(<https://github.com/aumcgl/FacultyDevDB>)

LANGUAGE SKILLS

- Intermediate Japanese Proficiency
 - 7 years self study; 1 year formal study
- Studying towards JLPT N4 (previous scores available)
- Attended and translated at Berea, KY and Kiyosato sister city delegation dinner 2014
- Studied basic structures of multiple foreign languages
 - Primarily Korean, Mandarin, Spanish, French, and Italian

OTHER TEACHING EXPERIENCE

- Volunteered as a Japanese Language tutor at Berea College Fall 2014-Spring 2016
- Consistently provide private coaching and tutoring in Japanese, programming, language study, game development, and writing with friends and colleagues.

PROGRAMMING SKILLS

Languages in order of proficiency:

- Python
- C#/C
- HTML/CSS
- Javascript
- C++
- PHP
- Ruby
- JAVA

Systems:

- AngularJS
- Angular
- Ruby on Rails

Other Applicable Skills:

- Experience with basic hardware and circuit design and development
- Moderate experience following AGILE development cycles