AUSTIN HOWES
FULL STACK ENGINEER

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Summary

I am a Full Stack Engineer with an extensive background in 3D Digital Modeling. The detail-oriented nature of both disciplines --along with artistic and creative solutions to each challenge-- became the bridge I used to cross the divide between the two worlds. I have a passion for creating, with a heavy focus on efficiency and attention to detail. My ideal project would be akin to untangling a box of multiple strings of Christmas tree lights.

Skills

COMPUTER PROGRAMMING

JavaScript
React
React Native
Python
Django
GraphQL
Redux
MongoDB
Express
Node
SQL
Go

3D MODELING

Modo
Maya
Lidar Scanning
Photogrammetry
UE4
PhotoScan
Reality Capture
Substance Designer

Projects

TuneKit (working title)   2018 - Current
TuneKit is an event creation, planning, and management platform, as well as a portfolio site for artists and vendors.

Concert Series Data   2018 - Current
A toolkit for logging, tracking, and visualizing data in a seemingly infinite number of configurations.

Beerthoven's Craft Music Classes   2018 - 2019
A website for Beerthoven's Craft program giving both students and instructors login privileges.

Bible in Five   2016 - Current
An interactive, scalable study Bible, focusing on narrative and structural breakdowns at any level.

Experience

Tackle.io   2018 - 2019
Fullstack Software Engineer Intern   Austin, TX
- Primarily worked with React to add new pages and features to Tackle's existing website.
- Absorbed as much as possible about the way the Amazon Marketplace functions on the enterprise level to inform my production on the product.
- Navigated the backend API Python code base to find endpoints to work with my frontend code.
- Authored UI/UX mockups and created documentation for pages I was responsible for.

Cornerstone Architects   May.2018
Freelance Full Stack Developer   Austin, TX
- Implemented new features in both front & back end for the admin-facing version of the site.
- Removed list of bugs provided by CSA as well as those I found along the way.
- Deployed server instance for non-destructive workflow during testing phase.

Performing Arts Products, LLC   2018 - Current
CEO, Co-Founder   Austin ,TX
- Authored design documents including, but not limited to, Data Flow Diagrams, User Flow Scenario Maps, Site Maps, Entity Relationship Diagrams, Product Creation/Delivery Maps, and various Wire-Frames for both desktop and mobile devices.

Beerthoven Concert Series   2015 - Current
Managing Director   Austin, TX

The Beerthoven Concert Series is a down-to-earth, approachable classical music experience. I joined Beerthoven with the task of implementing growth and sustainability, without compromising the mission of a low cost with a high quality standard. Under my direction, Beerthoven:
- Attendance increased by 400%.
- Cut costs by 20% through B2B partnerships I formed, sponsorship, and using data to make informed decisions.
- Turned a profit on their first of many shows, freeing up their finances to do more community outreach expansion.
- Creating data visualizations from past data to refocus our resources to increase profits and attendance as well as more accurately aim our outreach.

Birdhouse, LLC   2014 - 2016
CEO, Co-Founder   Austin, TX
- After initially structuring the company, my main role was asset creation. I provided 3D scans or authored 3D models for projects in architecture, engineering, construction, film, and gaming. Birdhouse produced sub-millimeter accurate recreations of various sites and objects using both laser-based and photogrammetry-based scanning methods.

Cityscape Digital   2014 - 2014
Architectural Visualization Modeler   London, England
- Working primarily with lighting and rendering teams, once I created the initial as-built design, I would model the architect's renovations into the 3D plan. Bringing these as-built blueprints and design mock-ups into manipulable 3D environments for architects allowed for more precise renovations and future developments.

Sucker Punch Productions   2012 - 2013
Environment Artist & Physics Modeler   Bellevue, WA
- Initially hired to help a problem that was behind schedule, I finished my work in 9 months (14 month deadline)
- Authored 80%+ of the game's physics assets.
- Set the quality benchmark for distant-LOD rendering, balancing quality and performance.
- Seamlessly discovered and repaired hundreds of errors from other departments by integrating information from meetings I proposed with each department, helping me produce this workflow from day one.
- Proposed and implemented a more performant company-wide restructuring of our organizational tools.

Education

Academy of Art University
BFA 2011

Lambda School
CS 2018