

# AUSTIN LOPEZ MCDONALD

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## EDUCATION

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**Northwestern University**

*2018 - 2022 (Expected)*

B.A. Double Major in Computer Science and Radio/Film/Television

## TECHNICAL STRENGTHS

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**Computer Programming**

C++, C#, Python

**3D Modeling**

Blender

**Visual Art**

Adobe Photoshop, Adobe Illustrator

## COLLEGE COURSEWORK

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**Introductory Game Studio**

- Creation of interactive stories and video games in Unity and Twine

**AI for Hybrid, Participatory Narrative**

- Use of AI systems to emulate narrative structures and tropes of tabletop RPGs in Unity

**Video Game Studies**

- Analysis and examinations of game studies scholarly texts and theoretical frameworks

**Video Games, Gender & Sexuality**

- Analysis of video games and video game studies through queer contexts and frameworks

## ADDITIONAL COURSEWORK

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**Game C# Programming Bootcamp**

cgcookie.com

- Fundamentals of programming in Unity v2018

**Space VFX Elements**

creativeshrimp.com

- Creation of celestial bodies and space phenomena VFX in Blender 3D

**Cinematic Design: From Idea To Finished Concept Art**

evenant.com

- Techniques and skills for 2D concept art illustration in Photoshop

## PROJECTS

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- *Coffee Makes Everything Better*: A Unity 3D game about caffeine
- *Dial*: A functioning radio dial created in Unity 2D
- *Witcher's Medallion*: A 3D recreation of the medallion from *The Witcher* in Blender
- *Portal Turret*: A 3D recreation of the turret enemy in *Portal* in Blender

## HOBBIES AND PERSONAL INTERESTS

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- World-Building and Writing
- Environmental and Creature Concept Design
- Gaming and VR Gaming