Austin Anderson

Programmer and Game Designer
austinanderson.online

University of Utah IT : Lead Developer since May 2019
Software developer for University of Utah SUDO innovation team, working on voice controlled hopsital room automation software. 7 Months

Church & State: Technical Manager May 2018 - May 2019
Technical operations manager for Church & State, a small office building and coworking space. General IT work and online presence maintnence. 1 Year

University of Utah
Bachelors of Computer Science with an Entertainment Arts and Engineering Emphasis
Honors Degree from University of Utah Honors College
4 Completed Games, 3 completed in groups of 5+
Courses in Computer Graphics, AI, Databases, 3D modeling, Game Design, and Machinima
Participated in Honors Praxis Lab "When Machines Decide" about the societal impacts of machine learning and big data
Completed Honors thesis on extended fiction in game design
3.6 GPA

Sake Engine
A small in-progress OpenGL game engine developed for learning purposes. Sole developer.

Ride.Share
An AR game revolving around directing a rideshare fleet through an AR city. Developed in my capstone class with an 11 person team.
Programmer/Designer/Lead Producer

Justice.exe
A game developed in my "When Machines Decide" Praxis Lab.The game was about the dangers of machine learning in criminal justice sentencing. 15 person class, I pitched the game and led development.

A Very Bad Clock Game
A sarcastic, purposefully tedious game in the vein of Desert Bus, developed in my Alternative Game Design class. Sole developer.

Radiogenic
Top down arcade shooter developed in my Traditional Game Design class. Producer/Programmer.

Contact Info

Phone Number
435-668-9141
Email
greyvestanderson@gmail.com

Skills

C/C++
C#
Node JS
Python
Unity
Unreal
OpenGL
Git
HTML/CSS
MySQL
Database theory
UX design
Photoshop
Illustrator
Indesign
Premeire
Jira
Scrum & Agile
Basic 3D Modeling
Bash Scripting
Task Management
Team Leadership