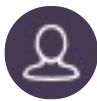




Austin Anderson

Programmer



Personal Info

Phone

4356689141

E-mail

greyvestanderson@gmail.com

Date of birth

1996-09-30



Skills

Unity Engine

Unreal Engine

C and C++ Programming

C# Programming

Python

HTML/CSS

Adobe Illustrator/Indesign/Photoshop
State Certified

Adobe Premiere Video editing

Video Game Production and
Development

Scrum and Agile development

Git source control experience

Design Experience

Communications and Task
Management

3D Modeling



Experience

2018-05 -
present

- **Technical Manager**

Church & State
IT responsibilities
Front Desk management
Event Staff

- **Collections Assistant**

University of Utah Library
Shelve and organize books
Basic Librarian duties

2015-05 -
2015-08

- **Sales**

Target Mobile
Cell Phone Sales



Education

2015-08 -
2019-05

- **University of Utah**

Bachelors of Computer Science with an emphasis on Engineering Arts and Entertainment
Honors Degree from the University of Utah Honors College
4 Completed game projects, 3 working in groups of 5+ for development
Computer graphics and multiple game development classes, as well as Database, AI, and 3D modeling classes.
Participated in Honors Praxis Lab "When Machines Decide" about the societal impacts of machine Learning and big Data
3.6 GPA



Projects

- **Justice.exe**

Producer
Justice.exe was a small game we developed for our Honors Praxis Lab, "When Machines Decide". It tasked players with sentencing criminals to maximum or minimum sentences, then used a machine learning algorithm in the background to model their decisions and try to replicate them later in the game. I pitched the game idea and headed production and design of it, as well as presenting it to the Utah State Sentencing commission. Around 28,000 installs between IOS and Android. justiceexe.com

- **Ride.share**

Programmer/Producer
Currently in development capstone AR game about controlling self driving rideshare vehicles. I'm a fully contributing engineer as well as assisting with design and production tasks. <https://intrik.itch.io/rideshare>

- **Radiogenic**

Programmer and Producer
A small twin stick shooter game in the style of geometry wars. I produced and contributed significantly to the programming.
<https://greyvest.itch.io/radiogenic>

- **A Very Bad Clock Game**

Sole Developer
A game developed for Alternative game development. An intentionally bad game utilizing clock hands to solve puzzles, in the spirit of Desert Bus. I developed it in unity myself. <http://bit.do/clockgame>