AUSTIN IRVINE

Lawrence, Kansas 66049 * (785) 806-9945 * contact@austinirvine.com
LinkedIn * www.linkedin.com/in/austinirvine
GitHub * www.github.com/austinirvine
Blog * www.austinirvine.com

EDUCATION

University of Kansas, Lawrence, KS
Bachelor of Science in Computer Science, Focus in Physics, Expected May 2019 – GPA 3.59

PROFESSIONAL EXPERIENCE

Mobile Game Developer, Quarked, Lawrence, KS   *Jun 2015 – Jan 2019*

- *Published 15 mobile games on the App Store (iOS) by modifying anchor constraints, resizing graphics, adding graphics for sales, re-developing games to have touch friendly interfaces, and submitting the apps on iTunes Connect*
- *Transferred the game engine development from Adobe Flash to Unity 3D for the entire company by presenting cost-benefit-analysis research*
- *Created a letter swipe system for a crossword, applied regular expressions to text input boxes, and developed a side-scroller*

Software Engineering Intern, Cerner Corporation, Kansas City, MO   *Summer 2018*

- *Incorporated Touch ID support for generic apps by modifying build settings, gradle properties, and conveying those changes in code with Java for Android and Swift for iOS*
- *Added in-app popups to increase the amount of meaningful user feedback by researching the proper api's, implementing them, and ensuring the popup becomes visible at the correct times*
- *Modified a ruby on rails service call that deep links into different URL solutions with a token system by adding a ruby gem and adjusting the code for a new database service api*
- *Presented progress reports in daily scrums and often post-scrummed with coworkers to solve problems*

PROJECTS

Hackathons & Game Jams

- HackKU 2019 – 2nd Overall – Completed a Godzilla-like game where the player can shoot lasers from their eyes and burn an auto-generated city placed in any spatial map with Unity3d, the Microsoft HoloLens, and with two teammates.
- Ludum Dare 43 – 176th Funniest Game (Top 10%) – Created a game released on Android, HTML5, Win, Mac, Linux with Godot based on gangrene sacrifice during the Civil War and implemented a swipe library with two others
- Unity Global Game Jam 2018 (Cradle Com) – *Built a vocal pitch mobile game with two developers using Blend4Web*
- HackKState 2016 – 5th Overall – Designed a game of snake with python which synced with a LIFX lightbulb to glow different colors based on the position of the snake on the screen

Humpback Company, Lawrence, KS

- Website – *https://humpbackcompany.com, ReactJS, React Bootstrap, Google Analytics*
- Eggy – *Android & iOS game in Unity3D, gyroscope-controlled egg flipping, Google & Facebook Auth, Firebase Database*
- Whale Racer – *Created a two-player, 3D whale racing game in Unity 3D with a team of developers*
- Beer Boy – *Developed a 3D android app with the Godot engine that uses a gyroscope sensor for first person movement*

SKILLS AND SOFTWARE

Languages – *C++, Swift, Java, Ruby on Rails, AS3, C#, GDScript, Python, Kotlin, Objective C, ReactJS, Dart, HTML*
Software – *XCode, Android Studio, Godot, Unity 3D, Blender, Adobe Flash, Flutter, Jenkins, JIRA, GitHub, Slack, Pomodoro*

INVOLVEMENT AND INTERESTS

Involvement – *TEDxKU Licensee, KU ACM Treasurer, CERN Research Associate, KU Game Developers Association Exec, SELF Engineering Leadership Fellow*

Interests – *Biohacking, Playing Theremin, Journaling, Meditation, Cycling, Circuit Bending, Farming, Pencil Drawing*