Austin Merrick

Las Vegas, NV - **austinmerrick@onsclom.net** - **(702) 335-5564** - **onsclom.net**

PROFESSIONAL EXPERIENCE

Software Engineer   Nov 2021 - Present
CIMON Automation
- Designed and developed cutting edge features for brand new SCADA software.
- Ensured runtime efficiency for UI features on low cost HMIs with C++ and Qt.

Software Engineer - Enterprise Applications   July 2020 - Nov 2021
University of Nevada, Las Vegas
- Replaced an expensive BetterCloud subscription with a custom Java CRON job.
- Automated Canvas, Interfolio, and Okta provisioning processes using Oracle SQL.

Software Engineer Intern   May 2019 - Oct 2019
Konami Gaming, Inc.
- Localized games for two new regions by implementing new gambling regulations.
- Maintained an agile workflow with Git, Jira, sprints, and daily stand-ups.

EDUCATION

University of Nevada, Las Vegas
Bachelor of Science in Computer Science   Graduated December 2020

TECHNICAL SKILLS

C#, C++, CSS, Git, Godot, HTML, Java, JavaScript, Lua, Node.js, Python, Qt, React, SQL, Svelte, SvelteKit, TypeScript, Unity, VS Code

PROJECTS

GMTK Game Jam Games
- Ranked top 1% for both 2020 and 2021 in global game making competitions.
- Designed and developed full games in 48 hours using the Godot game engine.

Poker Home Game Tracker
- Designed and developed a tool for tracking buy ins and cash outs for home games.
- Implemented features like persistent storage and full log display using SvelteKit.

Platformer Game with Leaderboard
- Developed a high-score based browser game with a global leaderboard.
- Implemented backend using Node.js and PostgreSQL with RESTful API practices.

Chess Blunder Puzzles
- Developed a game-like experience in the browser for finding chess blunders.
- Implemented using JavaScript, HTML, and CSS with Python to generate puzzles.