

# Austin Merrick

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## **PROFESSIONAL EXPERIENCE**

### **Software Engineer**

Nov 2021 - Present

*CIMON Automation*

- Designed and developed efficient runtime features targeting limited hardware HMI's.
- Implemented a web runtime using React which communicates with our C++ runtime.

### **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.