

AUSTON MONTVILLE

3261 SW Avalon Way, Seattle, WA 98126
auston.montville@gmail.com 603-717-1464

RELEVANT SKILLS

FLUENT

do this everyday

ACCOMPLISHED

proven professional work

LEARNING

personal interests

C#, Unity, Team Leadership, Gameplay Programming, Tool Programming, Design, Photoshop, Git

UI Programming, Javascript, ActionScript, Haxe, Python, UX, UI, Marketing, Exhibiting, 2D Art, 2D Animation

ShaderLab(Cg/HLSL), HTML, CSS, C++, SQL, Lua, Music Composition, 3D Art

PROJECTS

Starr Mazer

PC and Mac

1988 LLC

Programmer, Designer

BUILT MAZER MAKER

a visual editor that empowers non technical team members to implement, iterate, and test their content, be it writing, animation, audio, cutscenes, action gameplay, items, puzzles, etc.

DEVELOPED UNITY TO STEAM BUILD TOOL

to push game builds to steam with one button or automated through the command line

IMPLEMENTED DYNAMIC EVENT SYSTEM

based on a Valve GDC talk that allows responsive and dynamic game content that triggers functionality across the codebase without tight coupling

REDESIGNED AND BLENDED TWO DISPARATE GENRES

from the ground up to provide a narrative point-and-click adventure with intense shmup action

ASSISTED IN A SUCCESSFUL KICKSTARTER CAMPAIGN

which resulted in 5,055 backers contributing a total of \$193,566

CatDate

iOS and Android

1988 LLC

Programmer, Designer, Artist

DEVELOPED CAT CHAT CREATOR TOOLSET

for implementing branching narrative content complete with a markup language for triggering game events directly from the dialogue

REDESIGNED VISUAL NOVEL

that implements quest, collection, and exploration gameplay loops to keep players engaged

Sportsball

Wii U

TOO DX
Programmer, Designer, Artist, Marketer

SOLD OVER 70,000 COPIES

on the Wii U eShop through press outreach, exhibiting, and working with Nintendo

BUILT COMPLETELY DETERMINISTIC REPLAY SYSTEM

in Unity with playback from recorded inputs; supports backwards compatibility

OPTIMIZED FOR 60FPS 1080P ON WII U

with custom 2D collision and a tight art pipeline keeping assets under the 1GB ram limit

MANAGED HIGH LEVEL PLAYTESTING GROUP

to balance out 16 unique playable characters

Crystal Casters

Android and iOS

Klab America
Lead Programmer

ESTABLISHED GAME ARCHITECTURE

for the studio's first Unity Android game including gameplay, asset pipelines, requesting and posting server data, account management, in app updates, google docs data pipeline, and more

MANAGED A GROWING ENGINEERING TEAM

by breaking down upper management's goals into tasks assigned by preference and skill

ENSURED CODE QUALITY

of overseas developers through code reviews and precise git management

Cafe

Web

Tagged
Junior Designer

INCREASED DAILY REVENUE BY 20%

through the design of an achievement system based on in game content

see more projects and details at my [LinkedIn Profile](#)

NOTABLE ACTIVITIES

BACHELOR OF SCIENCE IN GAME DESIGN AND INTERACTIVE DEVELOPMENT

at Champlain College and awarded Magna Cum Laude with a 3.8 GPA

5 YEAR GDC CONFERENCE ASSOCIATE

the volunteer program that helps run GDC where I plan to continue contributing

ACCEPTED AT [STUGAN](#)

a game accelerator where my team worked on CatDate in Sweden for 7 weeks

WROTE FEATURED [GAMASUTRA ARTICLES](#)

about game design and programming

additional references will be furnished upon request