

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

Gameplay and Systems Design, C#, Unity, Leadership, Gameplay and Tool Programming, Photoshop, Git

UI Programming, AI Programming, Javascript, Swift, Python, UX, UI, Marketing, Exhibiting, 2D Art, 2D Animation

ShaderLab(Cg/HLSL), HTML, CSS, C++, SQL, Z80 Assembly, Music Composition, 3D Art

PROJECTS

GALVANIC GAMES

July 2018 - present
Senior Software Engineer

SHIPPED **RAPTURE REJECTS**

with contributions in vfx, new gameplay mode, self running PAX demo build, steam integration, analytics, audio, and created an automated build system for binaries and steam using Jenkins

SELF DRIVEN DEVELOPMENT

leading prototypes, pitching, and staying current in the industry through classes and lectures

LOWE'S INNOVATION LABS

Dec 2016 - June 2018
Unity Engineer

CONTRIBUTED TO **AUTOMATED PHOTOGRAMMETRY PIPELINE**

By developing APIs and front end tools for humans and build machines to work together in order to streamline the process of bringing over 2000 real life objects into digital files

SHIPPED **NATIVE IOS AR KIT APP**

as one of two developers on the first release of the sdk

HIRING TEAM TO 30

from 7 where we created a culture praising emotional intelligence in combination with self motivation to excel in projects using new undocumented technology

1988 LLC

Jan 2014 - present
Game Developer

DEVELOPED **CAT CHAT CREATOR TOOLSET**

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

EXTENDED **VISUAL NOVEL DESIGN**

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

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.

IMPLEMENTED **DYNAMIC EVENT SYSTEM**

based on a Valve GDC talk that allows content creators to create their own dynamic and responsive gameplay events without programmer intervention

TOODX

May 2013 - Jan 2015
Game Developer

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 FOR SPORTSBALL

to balance out 16 unique playable characters

KLAB AMERICA

June 2012 - Dec 2013
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 translating upper management's goals into tasks assigned by preference and skill; managed code reviews to guide a team of young external developers

TAGGED

May 2011 - June 2012
Junior Designer

INCREASED GAME DAILY REVENUE BY 20%

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

WALT DISNEY IMAGINEERING

May 2010 - Oct 2010
R&D Intern

NEW EXHIBIT PROTOTYPING

using python, machine vision, and speech recognition to make an interactive digital character

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

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

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 provided upon request