

# AUSTON MONTVILLE

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## 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

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### **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