
GAME DESIGNER

GAME PROJECTS

REQUIEM

3D Choreographed Vertical Shooter

Role(s): Creative Director, Programmer, Audio Engineer

Jun. 2009 - May 2010

Team Size: 10

KIKU KIKU PANIC!

3D One-Button Action Game

Role(s): Sole Creator

Dec. 2009 - Jan. 2010

Team Size: 1

BREACH

Online Freeform Roleplaying Game

Role(s): Sole Creator

Sept. 2009 - Dec. 2009

Team Size: 1

4P²

2D Co-opetition Multiplayer Platformer

Role(s): Sole Creator

Jan. 2009 - Apr. 2009

Team Size: 1

THE EVE

2D Philosophical Platformer

Role(s): Creative Director, Programmer, Composer

Jan. 2009 - Apr. 2009

Team Size: 4

TELETRUST

Telecommunication Teaching Game

Role(s): Designer

Oct. 2008 - Oct. 2008

Team Size: 6

PILLAR

Stereoscopic Philosophical Platformer

Role(s): Sole Creator

Sept. 2008 - Oct. 2008

Team Size: 1

SEARCHLIGHT

Information Literacy Adventure

Role(s): Background Artist, Designer

May 2008 - Dec. 2008

Team Size: 9

ALWAYS FOREVER: THE BALLAD OF DANIEL HART

2D Epic Brawler

Role(s): Creative Director, Programmer

May 2008 - Sep. 2008

Team Size: 7

STC

2D Time-Traveling Platformer

Role(s): Programmer, Designer

Jan. 2008 - Apr. 2008

Team Size: 5

SKILLS AND COMPETENCIES

- Passionate Learner
- Team Communicator
- Public Speaking
- Team Management
- Concise Documentation
- Microsoft Office
- Unity
- Multimedia Fusion 2
- Torque Game Engine Advanced
- Subversion/Git Repository
- Autodesk Maya & Mudbox
- Adobe Creative Suite
- Logic Pro
- JavaScript
- Basic Python
- Basic XNA/C#
- Basic C++

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PROFESSIONAL EXPERIENCE

WALT DISNEY IMAGINEERING, GLENDALE, CA **R&D BUSINESS ASSOCIATE INTERN**

May 2010 - Present

Working as a designer on a team looking at artificial intelligence.

Tasks include:

- Developing systems in the form of outlines, flowcharts, and digital prototypes.
- Presenting concepts and designs to other team members, receiving critique and feedback for elaboration.

CHAMPLAIN COLLEGE, BURLINGTON, VT **GAME LAB TUTOR**

Sept. 2007 - May 2010

Tutored in the Game Lab, a workplace for game development students. Primary work involved assisting students in learning and using Maya as well as various game engines, while maintaining a focused place of study and collaborative production.

Tasks included:

- Providing feedback, instruction, and problem solving skills to students of all levels for working in game engines such as:
 - Unity, Torque Game Engine Advance, Adobe Flash, Construct, and Multimedia Fusion 2.
- Instructed students in beginner to intermediate skills for Autodesk Maya including: modeling, texturing, animation, lighting, rendering, and workflows/pipelines.

EMERGENT MEDIA CENTER, WINOOSKI, VT **ARTIST/AUDIO DESIGNER**

May 2008 - Dec. 2008

Worked as an environmental artist for Searchlight, a serious game about information literacy. Focused on the production of visual assets.

Tasks included:

- Creating concept art and painting environmental art pieces for backdrops in a 2D game.
- Creation of audio assets including sound effects and music.

EDUCATIONAL EXPERIENCE

CHAMPLAIN COLLEGE, BURLINGTON, VT **ELECTRONIC GAME AND INTERACTIVE DEVELOPMENT**

Class of 2010

- 3.8 GPA, with 5 semesters awarded Dean's List, and 3 semesters awarded President's List.
- Established core competencies in the design, development, and production cycles of game software.
- Accelerated four year Bachelors of Science program, enhanced with liberal arts studies.
- Awarded for Excellence in Communication and Creative Media: Outstanding Game Design Undergraduate, 2008-2009.
- Awarded for Excellence in Communication and Creative Media: Outstanding Game Design Senior, 2009-2010.

ACTIVITIES

- Member of the Montreal Chapter of the IGDA.
- Volunteer docent at the Firehouse gallery during the Game (Life) art exhibit displaying independent games.
- Completed a game in 48 hours with a team during the 2010 Global Game Jam at Champlain College.
- Created the training game Teletrust at the Learning 2009 conference in 72 hours, lead by input from the attendees.

-References will be furnished upon request -