

Austin East

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austineast.me

Software Engineer || Game Developer

Profile A quick learning full stack developer & designer that is well versed in many disciplines and is always eager to create.

Skills

Software Development	Game Development
<ul style="list-style-type: none">• Backends in Node.js/Java• Frontends in React/Angular• Unit Testing with JUnit• End-to-End Testing with Protractor• Deployments to AWS• Process driven by Git/SVN workflows	<ul style="list-style-type: none">• Systems Design and Gameplay Scripting• Projects in Haxe, C#, C++, and Javascript• Engines include Unity, Unreal, and Haxeflixel• Shader development in GLSL & HLSL

Education University of Central Florida; Orlando, Florida – Digital Media (Game Design Track) - 2016

Experience

Software Engineer, Riptide Software; Orlando, Florida – 2016-2019
Developed production level software as a fullstack developer.

- Java and Node.js used to drive backends that communicate with Postgres and Mongo databases.
- Typescript used to write Angular frontend views and accompanying Unit & Protractor tests.

Software Engineer Intern, Riptide Software; Orlando, Florida – 2016
Used a wide-ranging stack based off of Angular and React to develop web-based learning solutions.

Web Designer, Center For Entrepreneurial Leadership (UCF); Orlando, Florida – 2015-2016
Worked one-on-one with entrepreneurial students to design then develop websites and brands for their businesses.

Freelance Web Developer, RCW Media Group; Orlando, Florida – 2014-2016
Developed back-ends for client websites and consulted clients on web technologies.