

# Austin East

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[austineast.me](http://austineast.me) - portfolio  
[austineast.itch.io](http://austineast.itch.io) - games

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

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

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

- Java/Node.js used to drive backends that communicate with Postgres/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.

**Project Experience** Echo - <https://austineast.dev/echo/>  
An Open Source 2D physics library designed to easily be plugged into any game framework, engine, or renderer. Developed all code and assets.

Superfocus - <https://superfocus.co/>  
A stylish personal project management application for iOS, Android, and Desktop platforms. Worked on creating Android, Mac, and Windows builds along with post launch support.

OGMO Editor V3 - <https://ogmo-editor-3.github.io>  
A general purpose map editor for 2D games. Work involved porting the application from Typescript to Haxe while extending with new features.

(TBA Unity VR Title)  
Acted as Gameplay Programmer, implementing different systems, weapon types, enemies, bosses, and optimizations into the title.