

Austin Langston

www.austinlangston.me

609-468-4798

Developer/Designer

austlang@gmail.com

SKILLS & SPECIALTIES

- *Over 11 years of experience* in Software Development specializing in Unity and C#
- *Exceptional Communication and Project Management*: Easily capable of prioritizing tasks across multiple disciplines; Independent worker capable of adjusting workload based on new developments quickly and on the fly
- *Game development tools*: Blender Modeling, Rigging, and Animation in a pinch; Photoshop and Illustrator; Office
- *Software Development* in Unity 3D, Asset Implementation and Content Creation, CI/CD pipeline creation with Jenkins, Remote NPM package workflow, Localization

PROFESSIONAL EXPERIENCE

Vectorform/Launch by NTT Data – Remote

Sep 2021 – Present

Senior Solutions Engineer

- Build digital experiences from the ground up, as well as implementing new features, fixing bugs, and improving performance of existing applications
- Successful project rescue and assistance reaching major release milestones for large VR Training Sim client

UTRS – Mt. Arlington, NJ

Sep 2018 – Sep 2021

Unity Developer

- Develop and maintain code base and presentation layer for a DoD Augmented Reality training simulation using Unity and the Hololens 1 and 2

GWF Associates - Tinton Falls, NJ

Dec 2015 – Sep 2018

Unity C# Software Developer

- Develop mobile, AR, and VR software to meet unique client specifications across a wide range of platforms and technologies
- UI/UX Programming, Core Functionality, Data collection and analysis, app development

Gameloft - New York, NY

Jan 2015 – July 2015

Game Designer

Cars: Fast as Lightning (iOS/Android), *Unannounced Title* (iOS/Android)

- Design and document new mobile features for a live mobile game as well as design post launch features for Cars to improve Key Performance Indicators
- Iterate and drive features to meet high standards with multiple team members to implement new features and content for a live game

S2 Games - Kalamazoo, MI

Feb 2013 – Sept 2014

Game Designer

Strife (PC), *Unreleased Title* (iOS/Android)

- Responsible for the concept, design, implementation, and polish of a large portion of single player content for Strife's Child of the Dawn using proprietary technology
- Contributed meaningful work to several unannounced projects and prototypes for mobile platforms

Smarcle Games - New York, NY

June 2012 – Jan 2013

Mobile Game Designer/Project Manager

Jumper Quest (iOS), *Rocket Fly* (iOS), *Gemstone Drop* (iOS), *100 Lights* (iOS)

- Brought four titles to the Apple App Store from concept to final product as a designer and project manager.

EDUCATION

University of Advancing Technology, Phoenix, AZ – BA in Game Design

2008 – 2010

- BA in Game Design

Rutgers, The State University of New Jersey, New Brunswick, NJ – Computer Science Major

2006 – 2008