



Austin Anderson

Programmer and Game Designer
austinanderson.online



University of Utah IT : Lead Developer

Software developer for University of Utah SUDO innovation team, working on voice controlled hospital room automation software

Church & State: Technical Manager

Technical operations manager for Church & State, a small office building and coworking space. General IT work and online presence maintenance.



University of Utah

Bachelors of Computer Science with an Entertainment Arts and Engineering Emphasis
Honors Degree from University of Utah Honors College
4 Completed Games, 3 completed in groups of 5+
Courses in Computer Graphics, AI, Databases, 3D modeling, Game Design, and Machinima
Participated in Honors Praxis Lab "When Machines Decide" about the societal impacts of machine learning and big data
Completed Honors thesis on extended fiction in game design
3.6 GPA



Sake Engine

A small in-progress OpenGL game engine developed for learning purposes. Sole developer.

Ride.Share

An AR game revolving around directing a rideshare fleet through an AR city. Developed in my capstone class with an 11 person team.
Programmer/Designer/Lead Producer

Justice.exe

A game developed in my "When Machines Decide" Praxis Lab. The game was about the dangers of machine learning in criminal justice sentencing. 15 person class, I pitched the game and led development.

A Very Bad Clock Game

A sarcastic, purposefully tedious game in the vein of Desert Bus, developed in my Alternative Game Design class. Sole developer.

Radiogenic

Top down arcade shooter developed in my Traditional Game Design class. Producer/Programmer.



Contact Info

Phone Number

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Email

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Skills

C/C++

C#

Node JS

Python

Unity

Unreal

OpenGL

Git

HTML/CSS

MySQL

Database theory

UX design

Photoshop

Illustrator

Indesign

Premiere

Scrum & Agile

Basic 3D Modeling

Bash Scripting

Task Management

Team Leadership