

(425) 736 - 5396

RESUME@AUSTINMCGEE.COM

WWW.AUSTINMCGEE.COM

AUSTIN MCGEE

EDUCATION

- **DigiPen Institute of Technology (2003 – 2007)**
Major: Computer Science with an emphasis in Real Time Interactive Simulation

PROFESSIONAL EXPERIENCE

- **Surreal Software - Gameplay Programmer (2007 – Current):** Worked with the Unreal 3 engine on the Vehicle and Physics team creating an open world game (*This is Vegas*).
- **Yahoo! - Programmer for The All-Seeing Eye (2005):** Added support into The All-Seeing Eye for different games and mods by updating the filters, application, and back end programs. Provided updates to the clients. Reverse engineered networking protocols to work with The All-Seeing Eye.
- **UDPSoft - Technical Support for The All-Seeing Eye (2001 – 2005):** Provided technical support to users on forums, via e-mail, and in a chatroom. Created filters for supporting new games or mods, wrote bug reports and feature requests, and beta tested software before it was released.
- **Micron Technology - Programming Internship (Summer 2004, 2005):** Wrote test software for systems that ran on multiple platforms. Wrote applications to store camera configuration files in a SQL database and retrieve them. Added new functionality to camera test suites including different types of image formats.
- **Stanford University - Network Administrator (2003, Summer 2006):** Installed backend networks for the residential dorms on campus. Monitored and responded to outages for over 250 sites. Cataloged and created a database of all the hardware used for the back end of the university's network.

GAME DEVELOPMENT EXPERIENCE

- **This is Vegas** – Gameplay Programmer – 80-120 person team – In Progress
Responsible for vehicle damage code, vehicle AI, and maintaining all other vehicle related code (traffic, handling, collision, etc). Profiled the game repeatedly and made changes based on game captures to decrease RAM usage and increase performance. Nativized script and rewrote low level engine code to increase performance.
- **Bossinabox** (Senior Project) – Game Designer / Programmer – 4 person team
Responsible for everything relating to the player including the movement, camera, world transitions, weapons, etc. Helped design and program core engine including math library. Extensively used unit testing.
- **Fling** (Junior Project) - Technical Director / Programmer – 4 person team
Responsible for all networking include 8 player support via reliable UDP, migrating servers, automatically connecting clients and servers. Set up player database, handled internal time, created user interface, filled in gameplay functionality, and incorporated profiling time slices of core components.
- **Paper Chase 2** (Sophomore Project) - Game Designer / Programmer – 4 person team
Responsible for collision, level editor, tile editor, internal time, etc. Submitted to the IGF in 2006.

TECHNICAL EXPERIENCE

- **Computer Languages:** C/C++ (8 years), Lua (1 year), UnrealScript (3 years)
- **Console Programming:** Xbox 360 (3 years), PS3 (2 years)
- **Networking Programming:** multi-threaded programming, sockets programming, syncing clients and servers, bandwidth optimization, latency issues, and migrating servers.
- **Miscellaneous:** Microsoft Visual Studio (8 years), Microsoft Office (8 years), Perforce (3 years), Subversion (2 years), Doxygen (2 years), UnitTest++ (1 year)

OTHER SKILLS

- **Leadership:** Student Association Vice President and Student Association contact for game companies; lead teams of people and provide needed enthusiasm and support to complete tasks. Helped create and run DigiPen's first annual carnival.
- **Technical / Game Design:** Wrote detailed technical specifications, including object-oriented architecture, and interface design. Wrote detailed game design documents.
- **Testing:** Used unit tests on game engines; have experience managing bug databases.