

AUSTIN MCGEE

EDUCATION

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

PROFESSIONAL EXPERIENCE

- **Programmer for Yahoo!'s The All-Seeing Eye** (2005): Added support into the program 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.
- **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.
- **Programming Internship at Micron Technology Inc.** (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 it. Added new functionality to camera test suites including different types of image formats.
- **Network Administrator at Stanford University** (2003, Summer 2006): Set up back end 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

- **Bossinabox** (Senior Project) – Game Designer / Programmer – 4 person team – In progress
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++ (6 years), Lua (1 year), GameBoy Color and HAM - GBA C++ (1 year)
- **Networking Programming:** multi-threaded programming, sockets programming, syncing clients and servers, bandwidth optimization, latency issues, migrating servers, etc.
- **Gameplay Programming:** Third person cameras, multiple iterations of gameplay controls, player movement, interactions with the world.
- **Graphics Programming:** Direct X (3 years), GDI+ (1 year), Model loading, Phong Lighting, Hierarchal Occlusion Maps, BSP Tree, triangle rasterization, culling, clipping, picking
- **Miscellaneous:** Microsoft Visual Studio 6.0, 2003, 2005 (6 years), Microsoft Office (6 years), Subversion (2 years), CVS (2 years), Doxygen (2 years), UnitTest++ (1 year)

OTHER SKILLS

- **Leadership:** Student Association Vice President and Student Association contact for game companies; able to lead teams of people and provide needed enthusiasm and support to complete tasks. Helped create and run DigiPen's first annual carnival as well as several other events.
- **Technical / Game Design:** Writing of detailed technical specifications, including object-oriented architecture, interface design, etc. Writing of detailed game design documents.
- **Testing:** Use of unit tests with regards to game engines; experience managing bug databases.

PASSIONS

- **Outdoor Activities:** I love rock climbing, snowboarding, soccer, football, and anything else that can get me outside on a beautiful day.