

# AUSTIN BRUNKHORST

Software Developer

## EDUCATION

### DIGIPEN INSTITUTE OF TECHNOLOGY

Redmond, WA

2013 - 2017

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

## WORK EXPERIENCE

### MICROSOFT

Redmond, WA

Software Engineer Intern

May - August

- Worked on feature development in Outlook Desktop.

C++

### TEAGUE

Seattle, WA

Software Designer

April - May 2016

- Implemented a real-time editor for advanced lighting systems.
- Translated prototype sketches into physical lighting animations and effects.
- Developed an application for realistic experiential lighting simulation.

C++ Arduino JavaScript HTML5 CSS3

## PROFESSIONAL PROJECTS

### ULTIMATE TWITTER FEED CLASS

CodeCanyon.net

Developer

August - Present

PHP class that greatly simplifies Twitter's API interface and output formatting.

- Advanced Dynamic Item Formatting
- Request Cache System
- Emoji Codepoint → Image Support
- Multi-User Support
- 250+ Sales
- 4.5 / 5 Average Rating

PHP HTML5 CSS3 JavaScript

## STUDENT PROJECTS

### URSINE3D ENGINE

Technical Director

September - April 2016

3D game engine built along side my Junior game project, Rafflesia.

- Powerful Entity/Component system
- Standalone project based editor
- AST parser generated reflection build pipeline and runtime
- Reflection based resource management
- Resources built in Editor to optimized binary format

C++11 DirectX 11 JSON JavaScript HTML5 CSS3 CEF CMake

### AGAMEMNON

Technical Director

December - April 2014

Fast-paced 2D top-down adventure survival horror game utilizing lighting, puzzle mechanics, and semi-linear exploration.

- Engine Architecture
- Dynamic Lighting System
- World/Entity Serialization
- Text Rendering System
- Content Pipeline Tools
- Interface Design

C JSON

## OVERVIEW

Ardent self motivated developer seeking to drive innovation in the software or game development industry.

## PROGRAMMING LANGUAGES

- C / C++
- C#
- JavaScript
- Dart
- PHP
- MySQL
- HTML / HTML5
- CSS / CSS3

## TECHNICAL SKILLS

- Application Development
- Web Development / Graphic Design
- Tools Design / Programming
- Game Engine Design / Architecture
- Gameplay Programming
- Graphics Programming
- UI Programming
- Object Oriented Programming
- Rapid Design Prototyping
- Calculus / Linear Algebra
- Real-Time Simulation

## SOFTWARE / ENVIRONMENTS

- Windows / Linux
- Microsoft Visual Studio
- JetBrains PHP Storm
- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Git / GitHub
- SVN / TortoiseSVN
- Microsoft XNA

## CONTACT

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