

Austin Drozin

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EXPERIENCE

June 2016 - November 2017

GRID LAB; Game **Programmer**, Motion Capture **Operator**, and **Project Lead**

- Planned, lead a team, and programmed for [Tracheotomy Surgery VR Simulator](#)
- Worked with [OU's Business of Games Summit](#) team to establish connections with panelists, organize the event day, and moderate a panel of independent game developers
- Ran the 20-camera infrared motion capture system
- Developed and created 3D assets for the [Therapy Blood Draw VR](#) team research project

August 2016 - Present

OOGAPHOBIA; Game **Programmer** and **3D Artist**

- Designed, programmed, and created 3D art for [Gone Wandering](#)
- Created and implemented advertising plan for [Gone Wandering](#) to get over 3,000 plays after release, an extremely positive review from VICE magazine, and over 15 YouTube let's plays

January 2016 - Present

SOLO DEVELOPER; Game **Programmer** and **3D Artist**

- Designed and programmed for [By the By Alibi](#), [Improv-a-Date](#), [Pictective](#), and [Disc-Licious](#)
- Utilized JSON, Twitch API, and MediaWiki API to craft games that are played through Twitch chat

August 2015 - May 2017

OUGDA; Game **Programmer**, **3D Artist**, and **Tutor**

- Designed and programmed for [Plummir Simul8er](#) and [Pure](#)
- Tutored three individual students in scripting, modeling, and texturing
- Designed and programmed a game completely on my own for the 2017 Global Game Jam

SKILLS

- Languages: C#, Python, and HLSL
- Engines: Unity and Unreal Engine
- Software: Maya, Modo, Substance Painter and Designer, Quixel Suite, Photoshop, Houdini, and Motive
- Ability to work with Windows, Mac OSX, Git, and SVN
- 3D math, data structure, and mesh manipulation programming knowledge

EDUCATION

2014 - 2017

Ohio University - Scripps College of Communication

B. S. Communication, majoring in Games and Animation/ minoring in Marketing