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