

# Austin Palmer

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## Education

**BS in Computer Science** - Brigham Young University-Idaho; Rexburg, ID

Graduated July 2013

- GPA: 3.3
- Significant Coursework: Software Engineering, Computer Graphics, Artificial Intelligence
- **Senior Project** – Final project required for graduation
  - Used OpenGL and GLSL to implement real-time terrain generation using simplex noise generated in a geometry shader

## Skills & Software

- Unity3D
- Blender3D
- C#
- C++
- OpenGL
- GLSL
- SVN
- GIT
- Visual Studio
- Monodevelop

## Experience

**Programmer - Ping Software; Rexburg ID**

Nov 2012 – Nov 2013

- Design and logistics planning for a multiplayer space fighter simulation using Unity3D and C#.
- Code design and development for gameplay and networking of space fighter simulation.
- Escience Labs - Worked as a developer on contracts from Escience Labs on 2 occasions to develop, in Unity3D, tools for visualizing human anatomy and a number of other biological processes.
- Worked on a government contract using C++ and Java

**Galactic Fighter** – Personal project (unfinished)

- Single player vertical shooter game targeted at mobile with a turn based strategy overworld mission system.
- Unity3D and C#.

**Last Hero Standing** – Ludum Dare 25 (unfinished)

- A 2D turned based puzzle strategy game designed and written in conjunction with an artist for the Ludum Dare 25 competition.
- Unity3D, C#, 2D Toolkit

**SCRAP** – Personal project (unfinished)

- Networked Modular 2D game and physics engine written in C#