

Austin Young *Unity Developer*

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👤 Professional Summary

Unity and Game Developer with a life long passion for interactive gaming experiences and story telling. Looking to leverage over a decade of professional customer service, management and sales experience along with over three years of online software engineering education to fulfill my dream career. Experienced in developing 2D, 3D and VR gaming applications. Intuitive understanding of game design principles. Vastly experienced in team settings and interpersonal communication.

🧠 Skills

Unity • C# • Git/Github • Debugging • Prototyping • Visual Studio
Object-Oriented Programming • VR/XR • Game Design • Problem Solving • Collaboration
Interpersonal Skills • Conflict Resolution • Technical Documentation • Game Balancing

📁 Projects

Polar Panic (Unity) ✎

12/2023

- Collaborated with another developer to create Game Jam entry in less than 6 days
- Ranked 15th overall out of 239 total submissions
- Designed a fun, unique game based on the given Game Jam theme and required special item
- **Features include:** gameplay programming, game design, rapid prototyping & debugging, UI design, teamwork and collaboration, code notation and organization

Trapped (VR) (Unity) ✎

12/2023

- Developed a VR Puzzle/Horror Escape Room Game using Unity, C# and XR development tools
- Used programming, level design and gameplay design skills to create puzzles with a horror theme
- Added too and modified existing scene assets to create a unique experience
- **Features include:** XR Origin design, movement, teleportation, grabbable objects, sockets, interactable events, gaze interaction, 2D UI elements

Tunnel Gunner (Unity) ✎

09/2023

- Created a unique and challenging 2D game by prototyping and writing code to turn the design concepts into a playable game. Resulting in my first complete, published Unity title.
- Wrote technical and informative blog articles documenting my process from start to finish
- Utilized Git/Github for version control throughout the project lifespan
- **Features include:** UI, post-processing, menu creation, spawn manager programming, unique player, enemy and collectables creation, audio and VFX

Professional Experience

Apprenticeship: Professional Unity Developer Program

07/2023 – present

GameDevHQ [↗](#)

- Developed and published 2D & 3D VR Unity titles
- Programmed core systems and gameplay mechanics using object-oriented programming & C#
- Utilization of Git and Github for version control
- Documentation of development process

Third Key (Customer Service Manager)

01/2020 – present

Sherwin-Williams

- In charge of developing the customer service skills of newly hired managers and current staff
- Provide and educate trainees on how to ask the right questions to discover the customer's needs
- Recognized as the top customer service representative in Austin in 2021 based on customer reviews
- Collaborate with store manager daily on project management for large commercial jobs

Retail Store Manager

07/2016 – 05/2019

Gameday Connexion

- Managed and built up a brand new location for sports memorabilia merchandise
- Built a small team of 3-5 passionate employees, provided training in sales and customer service
- Fostered positive work environment through weekly and monthly challenges

Certificates

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| • 2D Games Certified
(GameDevHQ) ↗ | • Unity Essentials Pathway
(Unity) ↗ | • The Ultimate Guide to Game
Development with Unity
(Udemy) ↗ |
| • VR Games Certified
(GameDevHQ) ↗ | | |