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| **Austin Langston** | **Game Designer/Developer** |

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609-468-4798

**SKILLS & SPECIALTIES**

* Mobile Game Design, Post Launch Game Design, Level Design, Narrative Design,
* Systems, Mechanics, Monetization Strategies, and Tutorials for mobile/casual games
* *Exceptional Communication and Project Management:* Easily capable of prioritizing tasks across multiple disciplines; Indepent worker capable of adjusting workload based on new developments quickly and on the fly
* *Technical Design and Scripting in Multiple Engines:*, Unity 3D Expert, Proprietary Engines, Unreal Development Kit
* *Game development tools:* 3DS Max Modeling, Rigging, and Animation; Photoshop and Illustrator; Microsoft Office
* Software Development in Unity 3D, Asset Implementation, and Content Creation

**PROFESSIONAL EXPERIENCE**

**GWF Associates -** Tinton Falls, NJ **Dec 2015 – Present**

Unity C# Software Developer

* Develop mobile, AR, and VR software to meet unique client specifications across

a wide range of platforms and technologies

* UI/UX Programming, Core Functionality, Data collection and analysis, app development

**Gameloft -** New York, NY **Jan 2015 – July 2015**

Game Designer

***Cars: Fast as Lightning*** (iOS/Android), **Unannounced Title** (iOS/Android)

* Design and document new mobile features for a live mobile game
* Design post launch features for Cars to improve Key Performance Indicators
* Iterate and drive features to meet high standards with multiple team members to implement new features

and content for a live game

**S2 Games -** Kalamazoo, MI **Feb 2013 – Sept 2014**

Game Designer

***Strife*** (PC), ***Unreleased Title*** (iOS/Android)

* Responsible for the concept, design, implementation, and polish of a large portion of single player content for Strife's Child of the Dawn
* Point of contact for implementing new features in Strife's map editor and scripting language
* Served as curator of prototyped, single player content and was responsible for building and maintaining multiple maps with other developers' content
* Contributed meaningful work to several unannounced projects and prototypes

**Smarcle Games -** New York, NY **June 2012 – Jan 2013**

Mobile Game Designer/Project Manager

***Jumper Quest*** (iOS), ***Rocket Fly*** (iOS), ***Gemstone Drop*** (iOS), ***100 Lights*** (iOS)

* Brought four titles to the Apple App Store from concept to final product as a designer and project manager.
* Managed a small team of developers by prioritizing long and short term tasks and communicating information from upper management to the team
* Designed and built levels, systems, and economies using various tools

**EDUCATION**

**University of Advancing Technology,** Phoenix, AZ **2008 – 2010**

* BA in Game Design

**Rutgers, The State University of New Jersey,** New Brunswick, NJ **2006 – 2008**

* Computer Science Major