

Austin Langston

www.austinlangston.me

609-468-4798

Game Designer/Developer

austlang@gmail.com

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; Independent 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