

SKILLS AND COMPETENCIES

- Passionate Learner
 - Team Communicator
 - Public Speaking
 - Team Management
 - Concise Documentation
 - Microsoft Office
 - Unity
 - Multimedia Fusion 2
 - TGEA
 - UDK
 - Autodesk Maya & Mudbox
 - Adobe Creative Suite
 - Logic Pro
 - JavaScript
 - Python
 - Basic XNA/C#
 - Basic Action Script 3
 - Subversion/Git Repository
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PROFESSIONAL EXPERIENCE

WALT DISNEY IMAGINEERING, GLENDALE, CA **R&D BUSINESS ASSOCIATE INTERN**

May 2010 - Oct. 2010

Worked as a designer on a team looking at artificial intelligence.

Tasks included:

- Developing systems in the form of outlines, flowcharts, and digital prototypes.
- Presenting concepts and designs to other team members, receiving critique and feedback for elaboration.

CHAMPLAIN COLLEGE, BURLINGTON, VT **GAME LAB TUTOR**

Sept. 2007 - May 2010

Tutored in the Game Lab, a workplace for game development students. Primary work involved assisting students in learning and using Maya as well as various game engines, while maintaining a focused place of study and collaborative production.

Tasks included:

- Providing feedback, instruction, and problem solving skills to students of all levels for working in game engines such as:
 - Unity, Torque Game Engine Advance, Adobe Flash, Construct, and Multimedia Fusion 2.
- Instructed students in beginner to intermediate skills for Autodesk Maya including: modeling, texturing, animation, lighting, rendering, and workflows/pipelines.

EMERGENT MEDIA CENTER, WINOOSKI, VT **ARTIST/AUDIO DESIGNER**

May 2008 - Dec. 2008

Worked as an environmental artist for Searchlight, a serious game about information literacy. Focused on the production of visual assets.

Tasks included:

- Creating concept art and painting environmental art pieces for backdrops in a 2D game.
- Creation of audio assets including sound effects and music.

EDUCATIONAL EXPERIENCE

CHAMPLAIN COLLEGE, BURLINGTON, VT **ELECTRONIC GAME AND INTERACTIVE DEVELOPMENT**

Graduated May 2010

- 3.8 GPA, with 5 semesters awarded Dean's List, and 3 semesters awarded President's List.
- Established core competencies in the design, development, and production cycles of game software.
- Accelerated four year Bachelors of Science program, enhanced with liberal arts studies.
- Awarded for Excellence in Communication and Creative Media: Outstanding Game Design Undergraduate, 2008-2009.
- Awarded for Excellence in Communication and Creative Media: Outstanding Game Design Senior, 2009-2010.

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GAME PROJECTS

<i>BOSSES FOREVER</i> 2D Arcade Action Shooter Role(s): Sole Developer	<i>Mar. 2011 - Apr. 2011</i> Team Size: 2
<i>REQUIEM</i> 3D Choreographed Vertical Shooter Role(s): Creative Director, Programmer, Audio Engineer	<i>Jun. 2009 - May 2010</i> Team Size: 10
<i>KIKU KIKU PANIC!</i> 3D One-Button Action Game Role(s): Sole Creator	<i>Dec. 2009 - Jan. 2010</i> Team Size: 1
<i>BREACH</i> Online Freeform Roleplaying Game Role(s): Sole Creator	<i>Sept. 2009 - Dec. 2009</i> Team Size: 1
<i>4P²</i> 2D Co-opetition Multiplayer Platformer Role(s): Sole Creator	<i>Jan. 2009 - Apr. 2009</i> Team Size: 1
<i>THE EVE</i> 2D Philosophical Platformer Role(s): Creative Director, Programmer, Composer	<i>Jan. 2009 - Apr. 2009</i> Team Size: 4
<i>TELETRUST</i> Telecommunication Teaching Game Role(s): Designer	<i>Oct. 2008 - Oct. 2008</i> Team Size: 6
<i>PILLAR</i> Stereoscopic Philosophical Platformer Role(s): Sole Creator	<i>Sept. 2008 - Oct. 2008</i> Team Size: 1
<i>SEARCHLIGHT</i> Information Literacy Adventure Role(s): Background Artist, Designer	<i>May 2008 - Dec. 2008</i> Team Size: 9
<i>ALWAYS FOREVER: THE BALLAD OF DANIEL HART</i> 2D Epic Brawler Role(s): Creative Director, Programmer	<i>May 2008 - Sep. 2008</i> Team Size: 7

ACTIVITIES

- Volunteer docent at the Firehouse gallery during the Game (Life) art exhibit displaying independent games.
- GDC 2010 and 2011 Conference Associate Volunteer.
- Completed a game in 48 hours with a team during the 2010 Global Game Jam at Champlain College.
- Created the training game Teletrust at the Learning 2009 conference in 72 hours, lead by input from the attendees.

-References will be furnished upon request -