

AUSTON MONTVILLE

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RELEVANT SKILLS

FLUENT

do this everyday

ACCOMPLISHED

proven professional work

LEARNING

personal interests

Gameplay, Tools, UI, and AI Programming, C#, Unity, OOP, Porting, VCS, Production, Leadership, Data Structures, Algorithms

C/C++, Javascript, Python, Jenkins, CI/CD, UX, Marketing, Exhibiting, Gameplay & Systems Design, Art & Animation

DOD, Japanese, ShaderLab(Cg/HLSL), HTML, CSS, SQL, Z80 Assembly, Music Composition

PROJECTS

THE POKÉMON COMPANY INTERNATIONAL

April 2020 - present
Client Engineering Manager

DEVELOPED **POKÉMON TRADING CARD GAME LIVE**

with contributions in UI, tools, build systems, game logic, and client-server communication

GROWING A TEAM OF ENGINEERS

managing the career of 6+ simultaneous direct reports from junior to senior engineers through pairing, code reviews, feedback, SMART goal setting, mentoring, and coaching

LEADING A 20+ MEMBER PRODUCTION LINE

translating objectives to quarterly plans and technical documentation managing delivery of thousands of gameplay assets with 90+% team sprint completion rate and 99+% on time delivery

ESTABLISHED AUTOMATED TESTING CULTURE

using integration, unit tests, and kanban to increase build stability and team velocity by over 50%

GALVANIC GAMES

July 2018 - Feb 2020
Senior Software Engineer

SHIPPED **SOME DISTANT MEMORY**

ahead of schedule with contributions in UI, audio, localization, porting, and vfx

SHIPPED **RAPTURE REJECTS**

with contributions in gameplay modes, vfx, a self running PAX demo build, steam integration, analytics, audio, and an CI/CD pipeline for client binaries to Steam via Jenkins

LOWE'S INNOVATION LABS

Dec 2016 - June 2018
Unity Engineer

CONTRIBUTED TO AN **AUTOMATED PHOTOGRAMMETRY PIPELINE**

by developing APIs and front end tools for humans and build machines to work together in order to streamline the process of bringing over 2000 real life objects into 3D models

SHIPPED **NATIVE IOS AR KIT APP**

as one of two developers integrating against the first release of the sdk

HIRING **TEAM TO 30**

from 7 where we created a culture praising emotional intelligence and self motivation to excel in projects using new undocumented technology

1988 LLC

Jan 2014 - Feb 2020
Game Developer

DEVELOPED CAT CHAT CREATOR TOOLSET

a branching narrative content tool complete with inline markup for triggering game events

BUILT [MAZER MAKER](#)

a visual editor that empowers non-technical developers to implement content at runtime

IMPLEMENTED DYNAMIC EVENT SYSTEM

based on a Valve GDC talk that allows developers to create dynamic gameplay without code

TOODX

May 2013 - Jan 2015
Game Developer

BUILT DETERMINISTIC REPLAY SYSTEM

in Unity with playback from recorded inputs; supports backwards compatibility

OPTIMIZED GAMEPLAY FOR 60FPS 1080P ON WII U

with custom 2D collision and a tight art pipeline keeping assets under the 1GB ram limit

MANAGED HIGH LEVEL PLAYTESTING GROUP FOR SPORTSBALL

to balance out 16 unique playable characters

KLAB AMERICA

June 2012 - Dec 2013
Lead Programmer

ESTABLISHED GAME ARCHITECTURE

for the studio's first Unity Android game including gameplay, asset pipelines, requesting and posting server data, account management, in app updates, google docs data pipeline, and more

MANAGED A GROWING ENGINEERING TEAM

by translating stakeholder's asks into tasks; trained a team of young external developers

TAGGED

May 2011 - June 2012
Junior Designer

WALT DISNEY IMAGINEERING

May 2010 - Oct 2010
R&D Intern

see more projects and details at my [LinkedIn Profile](#) and [Portfolio Website](#)

NOTABLE ACTIVITIES

BACHELOR OF SCIENCE IN GAME DESIGN AND INTERACTIVE DEVELOPMENT

at Champlain College and awarded Magna Cum Laude with a 3.8 GPA

5 YEAR GDC CONFERENCE ASSOCIATE

the volunteer program that helps run GDC

ACCEPTED AT [STUGAN](#)

a game accelerator where my team worked on CatDate in Sweden for 7 weeks

WROTE FEATURED [GAMASUTRA ARTICLES](#)

about game design and programming

TAUGHT ADVANCED SEMINAR IN MOBILE GAME DESIGN

at Champlain College

additional references provided upon request