



AVERY AUGUSTO

Game Programmer

PERSONAL PROFILE

A committed programmer and game designer eagerly seeking an opportunity to develop quality user experiences in a professional environment. With experience working on several group projects alongside diverse team members, can assume a leadership role or supporting role. Particularly interested in gameplay programming and design, with a deep admiration and passion for the gaming medium since early childhood. Always willing to learn new tools and techniques.

WORK EXPERIENCE

Business Technology Associate

STARRY BUSINESS SOLUTIONS

NOVEMBER 2021 - DECEMBER 2023

- Researched technology for implementation on WordPress websites.
- Researched and contacted potential prospects/clients for business opportunities.
- Maintained hardware and software for the business.
- Sourced images and graphics for design projects.

Game Design Research Assistant

SCREEN INDUSTRIES RESEARCH & TRAINING CENTRE

JULY 2020 - AUGUST 2020

- Investigated various development pipelines related to virtual production and game design and wrote detailed research reports on said findings.
- Independently learned and constructed my first VR prototype in Unity for a client over the course of a few weeks.
- Successfully worked remotely and communicated with supervisors using Slack.

Dishwasher

RATTLESNAKE POINT GOLF CLUB

JUNE 2018 - SEPTEMBER 2018

- Scraped, rinsed and/or washed dirty dishes, glasses and cutlery as part of a line crew at a busy private Golf Club.

Junior Associate

SANDLER TRAINING

JULY 2017 - SEPTEMBER 2017

- Researched over five-thousand LinkedIn profiles using Sales Navigator to find individuals fit for a Sales Associate position.

AREAS OF EXPERTISE

- Unity
- C++ Scripting
- C# Scripting
- Autodesk Maya
- Version Control with GitHub
- Substance Painter

ACADEMIC BACKGROUND

Sheridan College, Oakville, ON

HONOURS BACHELOR OF GAME DESIGN, 2021

PROJECTS

"Machine Mind" (2021)

- First-Person stealth game.
 - Developed in Unity with a team of five.
- Responsible for gameplay programming, A.I. programming, game design and prototyping.
- Project was developed under Ubisoft's mentorship and is the most formal game project I have worked on to date.

"Wrong Warp"

- 2D projectile-based puzzle platformer.
- Developed in Unity with a team of four.
- Designed the base prototype and took a leadership role in introducing the team to the code-base.
- Responsible for game design, gameplay programming, project management, QA, and rapid iteration of gameplay mechanics.

"Holiday"

- 2D isometric rogue like shoot 'em up.
- Developed in Unity with a partner.
- Worked on game design, QA testing, narrative design, character design and enemy design.

Craig Kielburger Secondary School, Milton, ON

ONTARIO SECONDARY SCHOOL DIPLOMA, 2017

- Graduated High School as an Ontario Scholar with an average of 80% or higher.

SOFT SKILLS

- Detail-Oriented
- Task-Driven
- Organized
- Problem-Solver
- Time-Management
- Written & Verbal Communication
- Collaborative
- Persistent

GET IN TOUCH WITH ME

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