

AUSTIN ACOSTA

GAMEPLAY PROGRAMMER AND DESIGNER 📍 UNITED STATES

◦ DETAILS ◦

United States
austinacosta94@gmail.com

◦ LINKS ◦

[Portfolio/Blog](#)

[Github](#)

[Linkedin](#)

[Itch.io](#)

[Twitter](#)

◦ SKILLS ◦

Unreal Engine (BP/C++)

Unity (C#)

Game Design and Writing

Fast Learner

Ability to Multitask

◦ LANGUAGES ◦

English

Spanish

👤 PROFILE

Gameplay programmer with proficient experience in Unity(C#) and Unreal Engine(Blueprints/C++), along with game design and narrative writing. Working to build up my practical experience and committed to working with anyone that is willing to give a rookie a shot at the big time.

🎓 EDUCATION

Bachelor of Arts - BA, Digital Communication and Media/Multimedia, University of Central Florida, Orlando, FL

August 2018 — June 2021

- Graduated with a final GPA of 3.2

- Displayed proficiency in creative writing and game development on both high and low levels

- Creative Director for capstone project, Out There (see next section)

Associate's degree, Game and Interactive Media Design, Miami Dade College, Miami, FL

January 2016 — May 2018

- Graduated with a final GPA of 3.1

- Won a 2017 Alienware scholarship for a design pitch on a 2D horror platformer

- Dialogue programmer for capstone project, VOID (see next section)

- Developed experience for creative writing and storytelling, including storyboard work

★ PROJECTS

Creative Director (University of Central Florida Final Project), Orlando, FL

August 2020 — April 2021

First-person puzzle/adventure game where the player investigates alien activity in a recently abandoned desert town. Created the initial concept, then worked with a team of 2 writers to refine the narrative and gameplay, write dialogue scripts, and design levels, with both a high-level overview and a step-by-step walkthrough.

Itch.io link: <https://spancargo.itch.io/out-there>

Dialogue Programmer (Miami Dade College Final Project), Miami, FL

August 2017 — April 2018

Procedurally-generated murder mystery set on a space ship and developed for Android devices with Unity. Developed the initial prototype and integrated YarnSpinner into Unity for use in dialog branching and assisted other developers with questions on functionality.

Itch.io link: <https://melwells.itch.io/void>

Miami Dade College article about the game:

<https://magic.mdc.edu/2018/09/03/enterting-void/> (that's actually me in the title picture)

📁 EMPLOYMENT HISTORY

Fulfillment Specialist at Target, Pembroke Pines, FL

November 2019 — Present

Fulfilled guest orders for both in-store pickup and shipping

Wearable Attendant at Volcano Bay (Universal Orlando), Orlando, FL

June 2019 — July 2020

Collected wearable technology from guests when exiting the park