Austin Huebner

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Experience

2020–Present **Software Engineer**, *Filmatick*, Cincinnati OH, Part-time contractor.
Develop a 3D film pre-visualization software, using Unity and C#, designed to help indie or small studios plan out their film and secure funding. Develop UI system for opening and closing generic panels. Develop adobe-like timeline for editing together shots to create a film. Integrate Text to Speech to create computer generated voice audio from script and import into timeline. Design and develop a PHP login system using a bitnami server for login authentication and MySQL for holding user profile and key data and product key generation.

2019–2020 **Software Developer**, *Immersive Wisdom*, Cincinnati OH, Full-time employee.
Develop a virtual, mixed, and augmented reality software platform for multi-user geospatial collaboration and real-time intelligence. Utilize Unity and JetBrains Rider for development. Write thread-safe code that also performs in VR in a networked multi-user environment. Develop the local non-networked version of the VR Shared Desktop using native User32 function calls within unity to get the texture of the screen. Develop and extend the user interface using Unity UI by modifying the functionality of Unity and TextMeshPro classes. Developed a Tilt Brush like painting function using Unity's particle system. Used Unity's job system to ensure that the drawn particles were performant in VR.

2017–2019 **Associate Web Developer**, *Burke Inc.*, Cincinnati OH, Full-time employee.
Develop and maintain an online dashboard called the Digital Dashboard that serves as a reporting and data aggregating tool for a number of Burke's long term clients. Utilize C# and AngularJS for development of the dashboard, Highcharts to display data, SQL Server for database and Git for source tracking.

2015–2017 **Software Engineer**, *Invar Systems*, Erlanger KY, Full-time employee.
Developed and modified Warehouse Management Software (WMS) for clients. Utilize C# for development and SQL Server for the database, WPF forms for GUI.

Published Video Games

Match Point Local multiplayer game developed in Unity as a part of Jolly Crouton Media. Showcased 2016-2018 at GDEX and released October 4th 2018 on Steam.

Franchise Wars Franchise Wars is a puzzle-strategy game, developed by Jolly Crouton Media and Tiny Warrior Games using Unity. Released April 15th 2019 on Steam.

Education

2015 **Bachelor of Science in Computer Science**, *Northern Kentucky University*, Highland Heights.

2014 **German Language Study Abroad**, *Kentucky Institute of International Study*, Munich, Germany.

Skills

Languages	Other	
○ C#	○ Unity	○ Git
○ SQL	○ JetBrains Rider	○ SQL Server
○ Javascript	○ AngularJS	○ HTML5
○ PHP	○ Highcharts	○ German