Augustus C. Courtney

https://waddlegamez.wixsite.com/augustusportfolio

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Overview: Outgoing team player with a passion for programming and creative endeavors.

Education:
University of Wisconsin-Stout, Menominee, WI
- B.S. Computer Science and Concentration in Game Design, GPA: 3.73

Work Experience:
American Superconductor (AMSC) – Software Engineering Intern
- May 2025 – August 2025
- Built and designed the start of a new UI to connect to controllers and monitor the parameters.
- Skills used: C# · XAML · Avalonia · Design Patterns · OOP

Programming Experience:
- **Lil' Quests – Team Lead & Gameplay Programmer**
  - September 2025 – Present
  - Nominated Most Anticipated Game at Stout Game Expo
  - Skill used: C# · Unity · Leadership · System UML Design
- **Drifters – Game Director & Programmer**
  - January 2025 – May 2025
  - Nominated Best Gameplay & Best Art
  - Put into UW-Stout's best of Art and Design Showcase.
  - Skills used: Godot · GDScript · Leadership · Debugging
- **Finding the Closest Points in a 3D Space**
  - April 2025
  - Used the Divide and Conquer Algorithm to find the closest points
  - Skills used: GDScript · Godot · Algorithms · NUnit · Linear Algebra
- **Hide and Seek with Noah – Solo Project**
  - March 2024 – September 2024
  - Designed, programmed, and published the full game independently
  - Over 12,000 downloads
  - Skills used: C# · NUnit · Data Structures · Design Patterns · MVC

Related Skills:
- **Programming:** C#, Java, Python, XAML, HTML, CSS, SQL, PHP, Kotlin, C++
- **Software:** Visual Studios, Eclipse, GitHub, Unity, Unreal, Photoshop, Premiere Pro, Premiere Rush, After Effects, Lightroom, Final Cut Pro, Android Studio

Organizations:
- **Boy Scouts of America:** Eagle Scout
- **Blue Devil Productions:** Video Production Crew; Film and edit videos to promote Blue Devil Productions while running events for UW-Stout
- **International Game Design Association:** Support and empower game developers