

Michael A Agustin

マイケル・オーガステイン

web
email
cell

mindhaven.com
magustin@andrew.cmu.edu
(512) 217-7977

EDUCATION

Masters in Entertainment Technology
Entertainment Technology Center (ETC)
Carnegie Mellon University

Graduated May 2007
etc.cmu.edu

Bachelors in Computer Science, Minor in Business
The University of Texas at Austin

Graduated December 2002
cs.utexas.edu

EXPERTISE

| | | | | | | |
|---------------------|---------------------------|-------------------|-------------------------|--------|-----------|-------------|
| Domains | Game & Interaction Design | Computer Graphics | Artificial Intelligence | | | |
| Languages | C / C++ | Objective-C | Java | Python | Ruby | MEL |
| Applications | XCode / VS | Perforce / SVN | Office | Maya | PhotoShop | Illustrator |

EXPERIENCE

Software Engineer, Intern
Three Rings Design

Programming gameplay elements and tools for *Bang! Howdy*, a new online real-time strategy game
• *Bang! Howdy* (PC, MacOSX, Linux)

January 2007 – April 2007
threerings.com

Teaching Assistant

ETC Australia, Building Virtual Worlds (BVW)

Presented technical lectures, developed game programming tutorials, setup source control and wiki

May 2006 – August 2006
etc.cmu.edu/australia

Software Engineer, Intern

Apple Computer, Platform Experience

Worked on user interface elements for MacOSX and other top-secret projects

June 2005 – August 2005
apple.com

Class Instructor

Austin Community College, Game Programming

Designed & taught a Game Development class using Python for non-CS students

January 2005 – March 2005
austincc.edu

Game Programmer

Edge of Reality

Designed & developed a Visual State Machine Editor to aid game designers with AI scripting; Implemented NPCs, mini-games, camera system, HUD and gameplay

• *Pitfall: The Lost Expedition* (PS2, GC, XB)

• *Shark Tale: The Game* (PS2, GC, XB)

• *Fear & Respect* (PS2, XB)

January 2003 – October 2004
edgeofreality.com

Shipped February 2003

Shipped October 2004

Cancelled

PROJECTS

Producer, Programmer

ETC Australia, Game Sketching

Developed a new process for creating an interactive “sketch”, which allows designers to quickly test gameplay and user interfaces by emulating real-time interaction via “puppeteering” over a network

September 2006 – December 2006
etc.cmu.edu/australia

Producer, Designer, Programmer

ETC, Panda3D

Designed & implemented a Level Editor for the Panda3D engine using Maya’s Embedded Language

January 2006 – May 2006
panda3d.org

Producer, Designer, Artist

ETC, Building Virtual Worlds (BVW)

Completed a project course where interdisciplinary teams build immersive & interactive virtual worlds using unconventional user interfaces

August 2005 – December 2005
etc.cmu.edu/bvw

LEADERSHIP

Founder, Coordinator

Austin Game Developers (IGDA chapter)

Refounded the organization, designed the web site, setup venue & catering, drafted the constitution, photographed meetings & maintained the scrapbook

August 2002 – January 2005
austingamedevelopers.org

Founder, President, Advisor

Electronic Game Developers Society (IGDA chapter)

Created and developed a new organization, in which I trained officers, drafted the constitution, developed the web site & secured industry speakers

October 1998 – December 2002
studentorgs.utexas.edu/egads