

Austin R. McGowan

21717 Inverness Forest Blvd, Unit 2306 • Houston, TX 77073
713.408.8634 • a.r.mcgowan@gmail.com • yqmonline.com

Seeking an Entry-Level Opportunity in...

Information Technology

- Bachelors of Science Game Software graduate offering strong understanding of information technologies and troubleshooting techniques.
- Experienced in object-oriented programming; developing, testing and debugging code; designing intuitive systems and user experiences.
- Quick to learn and master new technologies; successful working in both team and self-directed settings.

Core Competencies

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|-----------------------------|--------------------------|-----------------------------------|
| • Object Orientated | • Script Automation | • Microsoft Visio |
| • C++ | • Mercurial | • Game Design |
| • C | • Git | • Algorithm Design |
| • Wireframe Design | • Microsoft Office Suite | • Ability to Learn Quickly |
| • Quality Assurance Testing | • Microsoft Project | • Communication and People Skills |
| | • Visual Studio | |

Education

Westwood College Online

Bachelor of Science in Game Software Engineering, October 2012

Work Experience

The Co-Pilots Podcast – www.copilotspodcast.com

Producer; Host; Webmaster, April 2015 to Current

- Created original Podcast from original idea to weekly broadcast
- Record, edit and publish new podcast weekly
- Created original web presence
- Manage a small team of people

Maguss – www.maguss.org

Game Designer, 2016

- Communicated and coordinated with a multi-disciplined team
- Produced quality wireframes for both UI and Programing Design
- Produced quality pseudocode for software developers

GNERDL – <http://www.gnerdl.com>

Quality Assurance Tester, March 2014 to June 2014

- Conducted white and black box testing
- Specialize in injection and race condition testing
- Used ticket and elevation systems

Minor Game Examples Available at www.YQMOnline.com