

AUSTIN FRUNK - GAME DESIGNER

EXPERIENCE

Lead Programmer | Dart Frog Studios – *Frest* | 08/2024 to Current

- Designed and implemented in game sound effects and music.
- Designed and programmed multiple boss enemies.
- Mentored less experienced developers in Unreal Engine to enhance team skills, resulting in increased productivity and better overall team performance.
- Designed and programmed character controller for 3D platforming including wall jump, climbing and grapple mechanics.

Level Designer | *Ghouls Just Want to Have Fun – Drop Dead* | 08/2024 – 12/2024

- Designed and developed interesting level layouts for pachinko style gameplay.
- Developed design standard for level design.
- Identified potential issues in existing gameplay systems and conceived improvements.

Lead Designer | A Chronic Fatigue Studio - *D Is For Dungeon* | 03/2023 to Current

- Programmed simple enemy AI.
- Established design guidelines to maintain consistency of experience across the entire timeline of gameplay.
- Designed a one button gameplay system with walking, sprinting, blocking, and combo attacks.

EDUCATION

Undergraduate – Digital Media – Game Design, Expected in 05/2025

University of Central Florida - Orlando, FL

Associate of Arts, General Studies, 05/2022

Northwest Florida State College - Niceville, FL

CONTACT

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WEBSITES, PORTFOLIOS, PROFILES

- <https://jfrunkaustin.wixsite.com/austinfrunk>
 - <https://www.linkedin.com/in/austin-frunk-7a1091254/>
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SKILLS

- Rapid Prototyping
 - Design Development
 - Game Design Documentation
 - Feature Design
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TOOLS

- Unreal Engine 4 and 5, Blueprints
- Photoshop CC
- Illustrator CC
- Google Suite
- Microsoft Suite
- ClickUp
- Github