

AUSTIN HYATT

TECHNICAL DESIGNER

EDUCATION

BS | Interactive Media & Game Development
BS | Computer Science
Worcester Polytechnic Institute
Class of 2026
3.69 GPA

CONTACT

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AWARDS

- Dean's List Honors
- WPI Presidential Scholarship
- Winner, People's Choice Award, WPI Showfest

ACTIVITIES

- Featured speaker, MassDigi Summer Innovation Program
- Panelist, Student Game Developers' Alliance
- "FEST" Events Organizer — responsible for organizing playtesting events for university's game-development community
- Volunteer & Event Coordinator, PAX East
- Member, IGDA

SKILLS

Languages: C# | C++ | JAVA
Game Engines: Unity | Unreal
Tools \ Development: Git | Perforce | Plastic SCM | Agile | JIRA
Design & Media: Maya | Blender | ZBrush | Fusion360
Adobe Photoshop & Illustrator

EXPERIENCE

E-Line Media May 2026—Present
Unreal Gameplay Programming Intern • **Neighborhoods**

- Using Unreal Engine using C++ and Blueprint, implement and polish systemic gameplay features in city-builder game, including city's garbage-collection system, building placement, and public zoning
- Collaborate with Design, Art, and Engineering to implement and extend gameplay systems with UI, VFX, audio, and other content pipelines
- Implement and polish core camera-navigation features, improving player controls, readability, and overall game feel through smooth movement, rotation, and contextual focus behavior
- Implement robust, context-sensitive player-input systems in Unreal Engine using Enhanced Input, supporting layered controls for complex camera and gameplay interactions

NeatherRealm Studios (Warner Brothers Games) June 2025 — Dec 2025
Software Engineer Intern • **Unannounced Title**

- As part of AAA studio's Game Engine Team, contributed to the development of the studio's next franchise fighting game by supporting artists and gameplay programmers
- Developed tools within Unreal Engine 5 to enhance artists' capabilities and improve their workflows
- Improved game performance and platform compatibility by solving low-level platform issues and leveraging emerging technologies to produce measurable performance gains
 - Improved render thread time by 22.78% (2.1 milliseconds)
 - Improved game thread time by nearly 5% (.43 milliseconds)

MassDigi Summer Innovation Program May 2024 — July 2024
Programmer | Lead Designer Intern • **Hamster Ball Blitz!**

- Developed and launched mobile game to iOS/Android within 3 months as part of 5-person cross-disciplinary team of students, using Unity
- Established design pillars and game loops, iterated on mechanics from prototyping to release, and made key judgment calls to strengthen game's design
- Gained exposure to latest industry trends through weekly mentoring sessions with industry leaders, innovators, and artists

MassDigi Studio Sept 2023 — June 2024
Programmer | Designer Intern • **Aliens Want Our Mascot?!**

- Provided post-launch support and continued development of published game, in which the player strives to protect the high-school's beloved mascot, Bovis the Bovine, from kidnapping aliens
- With a team of 8 students, determined and developed content updates for the game, identified and executed objectives to the game, and extended its core systems

EXPERIENCE (continued)

E-ON Batteries

May 2023 — Aug 2023

Systems Programmer | 3D Modeler Intern

- Created and textured 3D models of battery units in Maya to deploy on interactive website
- Designed active battery management system using C++ and Modbus TCP

EDIKT Studios

Aug 2019 — May 2021

Programmer | Lead Designer | Artist Intern

- Developed 4 game prototypes: a tower-defense game, a dungeon-crawler game, a tactical role-playing game, and a multi-player card game
- Learned Unity and other programming skills and company-development frameworks, such as Agile

PROJECTS

Clean Sweep

Summer 2023 — March 2025

Lead Programmer | Lead Designer

- Formed, pitched, and developed an indie title for an action RPG, with both story and combat elements, in which the player controls a crew of humanoid cleaning products as they protect the town of Cleanland, Ohio
- Using Unreal, designed all gameplay elements and game loop and programmed major aspects of the game, including combat systems, enemy AI, character controls, and story progression
- Winner, People's Choice Award (WPI Showfest 2023)
- Demo released March 21, 2025
- Team size: 6

Color Collision

Spring 2022

Engine & Game Programmer | Lead Designer

- Created a fully featured, text-based game engine from scratch as part a, using C++, which includes 2D physics, object collisions, and event- and error-logging systems
- Created a system to display and animate ASCII sprites
- Used engine features to create an arcade-style game where the player dodges across rails and matches color with oncoming blocks
- Team size: 2

Unlucky Break

Spring 2023

Programmer | Lead Designer

- Developed a turn-based, strategy RPG for IGDA's 2023 Game Jam, using Unity, where the player controls the "Slippery Seven," a recently captured heist crew, as they struggle to escape prison and the clutches of Warden Blanc
- Designed mechanics for turn-based combat system, game progression, and difficulty curve
- Programmed combat system and player interactions
- Team size: 3

INTERESTS (ask me about . . .)



Acoustic Guitar



Volleyball



3D Printing