

Autumn Beauchesne

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Summary

I am a game developer with significant experience in both tools and gameplay programming. I am a strong generalist and problem solver. As a programmer with dozens of projects under their belt, I have experience with a range of responsibilities, with a focus on establishing better development pipelines. I am interested in working on ethical and educational experiences with positive impact.

Selected Work

Game Engineer

July 2015 – Present

Filament Games, Madison, WI

- Worked with small multidisciplinary teams to develop multi-platform games and apps for clients
- Served as sole or lead engineer on over a dozen projects
- Assisted with engineering on other projects when necessary
- Developed and maintained a suite of reusable libraries and tools for our programmers, designers, and artists; widely used throughout the studio over multiple years across multiple Unity platforms

Engineering Intern

May - Aug 2014

Subatomic Studios, Cambridge, MA

- Developed and maintained several developer-facing tools for game assets and level creation
- Implemented designer-driven game modifications
- Worked with a large multidisciplinary team, utilizing Agile development methods

Selected Projects

BeauRoutine (Sole Developer)

Sept 2015 – Present

Filament Games

- Implemented and maintained a powerful coroutine and tweening system for use in Unity
- Has been open-source since 2016, and is still actively developed and maintained
- BeauRoutine is the most widely shared internal library at Filament; nearly all our Unity projects make use of it, and our typescript projects use an internal typescript port

Do I Have A Right? (Lead Engineer)

Apr 2017 - Oct 2017

Filament Games

- Implemented all game mechanics, including player controls, interface functionality, progression, tutorials, hint systems, and pathing
- Created content processing system to handle dynamic string replacement for gendered nouns and pronouns in target localization languages
- Created sophisticated Unity audio engine to handle in-game sounds and effects
- Generated and implemented additional sounds and animations

Diffission (Sole Developer)

Nov 2015 - Aug 2016

Filament Games

- Advocated for game's development and took it forward myself, with additional consultation from in-house UX designers and game designers
- Designed and implemented game, including mechanics, level generation, progression system, tutorials, secret levels, and interfaces
- Integrated with Filament's learning game platform for account and save management
- Generated promotional videos and worked with marketing to prepare additional materials for release

Skills

Primary Skills

Tools Development

- Focused on reusable designer and artist-centric tools, with a particular interest in scripting systems and level editors
- Also specialize in programmer-focused tools and libraries
- Some experience with client-facing content tools

Gameplay Implementation

- Experienced with a wide range of areas, including: player controls, pathing, local multiplayer, AI, interface implementation, effects implementation, physics, prediction, hardware and platform integration

Systems and Engine Architecture

- Experienced in planning and maintaining game systems and overall game architecture
- Experience with integrating with external platforms and backends

Languages

C# (7 years)

Typescript (3 years)

C++ (4 years)

Additional Skills

Educational Game Development

- Experience analyzing learning objectives to find and iterate on effective game design solutions

UX/UI Animation

- Experience with UX-centric design and problem solving
- Also have experience with UI animation design and implementation

Sound Design and Implementation

- Experience with creating, editing, and implementing sound effects in engine
- Interest in dynamic music systems

Software

Unity3d

Visual Studio

SVN

Git

JIRA

Education

Champlain College

Burlington, VT

Sept 2011 - May 2015

Bachelor of Science in Game Programming