Ryan Austin

4713 Briarbend Dr
Houston, TX 77035
(713) 854-2894
http://ryanaustin.net
ryan.e.austin@gmail.com

Objective

To lead a team in the creation of industry leading mobile applications that delight users and exceed business expectations.

Skills

Languages: Objective-C, Java, C#, C/C++, SQL, HLSL, GLSL, ASM, Lua, Python, PHP

Platforms: iOS, Android, Windows Phone 8, Windows 8

Methodologies: Agile, Scrum

Experience

Baker Hughes   **Houston, TX**
Mobility Lead   *06/14 – Present*

Products: AMBIT Solutions, Shale Completion Guide, Baker Hughes Timeline, AutoTrak, NextWave, Rig Count
Lead creation of numerous mobile applications in support of global marketing efforts.
Advise internal and external groups developing mobile apps on correct UX/UI implementation and proper brand compliance.

Contract Developer   **Houston, TX**
Mobile Developer   *08/12 – Present*

Products: Dungeon Quest, NAPE Expo
Develop mobile games and apps on a contract basis.

United Airlines   **Houston, TX**
Senior Mobile Developer   *09/12 – 06/14*

Products: United Airlines
Principal developer on a from-the-ground rewrite of the native iOS and Android application used by more than 4 million customers.
Primary developer on new Windows Phone application, delivered on time and to design specifications.

Additional Experience

Oscar Mike Games, LLC   **Houston, TX**
Senior Software Engineer   *03/11 – 08/12*

> Products: Left Bee-hind, Bloxus, My Vampire Boyfriend, Spell Slingers
> Developed four multi-platform mobile titles in a minimal time frame.
> Creation of an in-house engine that supports all current mobile platforms including an advanced programmable 3D rendering pipeline.

Pi Studios, LLC.   **Houston, TX**
Senior Software Engineer   *08/10 – 03/11*
Software Engineer   *08/07 – 08/10*

> Products: Rock Band, Rock Band 2, The Beatles: Rock Band
> Completed and shipped four titles, from pre-production to bug fixing and localization that averaged over 80% on Metacritic.
> Moved to internal incubator team to produce polished vertical slices for prospective clients.
> Awarded 2008 MVP Award for employee excellence.

Gaimtheory, Inc.   **Houston, TX**
Software Engineer   *11/06 – 08/07*

> Creation of an extensive federated Jabber based Java application to implement communication and matchmaking between game clients.
> Development of a C++ and Java based API for Jabber communication.
> Task and manage a partner during the development of these applications.

Education

Trinity University   **San Antonio, TX**
Bachelor of Science, Computer Science   *8/00 – 5/04*
and Business Administration
> Dean's List graduate – 3.6 GPA

References available upon request