

Austin Merrick

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📍 Henderson, NV

WORK EXPERIENCE

CIMON Automation

Software Engineer

Nov 2021 - Present

- Designed and implemented many core features leading to release of flagship product.
- Leveraged Qt with C++ for an efficient cross-platform app that runs on low-power HMIs.
- Headed the web frontend for our flagship product with React and TypeScript.

UNLV Information Technology Department

Software Engineer - Enterprise Applications

July 2020 - Nov 2021

- Automated manual provisioning processes which saved 25% of IT employee time.
- Converted three expensive ad hoc subscription services to a single OracleSQL service.

Konami Gaming, Inc.

Software Engineer Intern

May 2019 - Oct 2019

- Enabled expansion in two new markets by implementing local gambling regulations.
- Maintained an agile workflow with Git, Jira, sprints, and daily stand-ups.

EDUCATION

University of Nevada, Las Vegas

Bachelor of Science in Computer Science

Graduated December 2020

PROJECTS

GMTK Game Jam Games

- Ranked in the top 1% for both 2020 and 2021 in global game making competitions.
- Designed and developed full games in 48 hours using the Godot game engine.

Bill Splitter

- Designed and implemented a web app that makes splitting bills easy and fast.
- Used SvelteKit and TypeScript to make a small and efficient app optimized for mobile.

Platformer Game with Leaderboard

- Developed a high-score based browser game with a global leaderboard.
- Implemented backend using Node.js and PostgreSQL with RESTful API practices.

Chess Blunder Puzzles

- Developed a game-like experience in the browser for finding chess blunders.
- Implemented using vanilla JavaScript, HTML, and CSS with Python to generate puzzles.

SKILLS

- C#, C++, CSS, Deno, Git, Godot, HTML, Java, JavaScript, Lua, Node.js, Python, Qt, React, SQL, Svelte(Kit), TypeScript, Unity, VS Code