Austin David Yarger

2260 Hayward St, Ann Arbor, MI 48109 ~ Room 3611

(248) 766 - 6098 ~ ayarger@umich.edu ~ ayarger.com

Education

MSE in Computer Science and Engineering	April 2018

University of Michigan, Ann Arbor

BSE in Computer Science, Magna Cum Laude	May 2015

University of Michigan, Ann Arbor

Teaching *LEO Lecturer I (University of Michigan, Ann Arbor)*

EECS 494 : Computer Game Design and Development   Sep 2017 - Present

- Designed and delivered content on modern game technologies and techniques, design patterns, production / project management processes, business, artistic expression, and more.
- Marketed, planned and executed multi-university student game exhibitions with 200+ attendees (in-person) and 1K+ attendees (virtual - pandemic). Caused power outage twice.
- Final student project earned 5-figure publishing deal : bit.ly/yolked_publishing_deal
- Produced marketing material on university game development scene : bit.ly/umich_gamedev
- Syllabus : bit.ly/eecs_494_syllabus / Learn More : eecs494.com

EECS 499.210 : Game Development Directed Research   Jan 2018 - Present

- Directed 30+ undergraduate student research projects with an emphasis on stakeholders, impact, exhibition, and weekly online public disclosure.
- Syllabus / Student Projects : bit.ly/499_syllabus

ENGR 255, 355, 455 : WolverineSoft Studio Project Team MDP   Sep 2019 - Present

- Advised, verified, and graded progress on student-led commercial game production studio.
- Occasional production-related lectures and consulting sessions.
- Syllabus : bit.ly/wsoft_studio_mdp / Press : bit.ly/wsoft_studio_article / Website : bit.ly/wsoft_studio

UARTS 150 : Introduction to the Creative Process   Sep 2019 - Present

- Contributed engineering lectures and course-planning to multidisciplinary, 5-instructor course.
- Implemented end-of-semester showcase website for pandemic semesters (showcase150.com).
- Syllabus : bit.ly/uarts_150_syllabus

Internal Service

Sponsored Student Organization Advisor   Jan 2020 - Present

- Graduated from VSO in 2020 : Wolverine Soft Student Game Development Club
- Learn More : https://wolverinesoft.org

CS-LSA Advising   Sep 2018 - Mar 2021

- Advised students on courses, jobs, grad school, and program progress (break in F21 for external work)

First-Year Student University Mentorship Program   Aug 2017 - Aug 2018

- Mentored first-year students adjusting to campus life and undergraduate education.
- Worked under the Center for Student Success (Ayeza Siddiqi)

Grants / Awards

LEO Lecturers Professional Development Fund Grant   Nov 2019

- Game Developers Conference 2019 : bit.ly/pdfll_2019_success

Federal Fish and Wildlife Small Media Grant   Aug 2019

- Grant announcement : bit.ly/usfws_grant (Ravenswood Media) / Article : bit.ly/wns_grant_article

Michigan Road Scholar Tour   Mar 2019

- Traveled to diverse locations throughout the state to better connect with and understand the local communities from which our in-state students hail.
- Learn More : bit.ly/road_scholars

EECS Outstanding Service Award   Feb 2015

- Awarded for growth and impact with the Wolverine Soft game dev student org (wolverinesoft.org)

Conference Presentations

Introduction to Digital Game Modding and Ethical Hacking

- Recording : https://youtu.be/tfiwnsJJTDI?t=62
- Presented at GDEX - https://www.thegdex.com/   Oct 2021
- Presented at GLGX - https://glgx.dev/   Feb 2021
- Presented at Penguicon - https://2021.penguicon.org/   Apr 2020
- Presented at M+DEV - https://www.mdevconf.com/   Feb 2020

Independent Studio Sustainability Guide

- Recording : https://www.youtube.com/watch?v=xl_n5RAjgTw
- Presented at GLGX - https://glgx.dev/   Feb 2021

Professional Service

Co-Founder and Co-Chair   Feb 2017 - Present

International Game Developers Association, Ann Arbor Chapter
- 650+ registered members
- Organized monthly lectures from industry professionals (Sony, Microsoft, Unity, etc) and academics in addition to community exhibitions, networking events, and government support (Ann Arbor SPARK).
- Learn more : https://igda2.org

Founder and Maintainer   Feb 2021 - Present

MichiganGameStudios.com Database
- Established database to track, organize, and promote research of game / interactive technology companies in the state of Michigan.
- Lobbied for multi-university support, achieving #1 search rank for "Michigan Game Companies".
- Learn More : https://MichiganGameStudios.com / Press : https://bit.ly/mi_studio_database_press

VR / AR / Game Development Consultant   Nov 2019

Ann Arbor SPARK
- Established XR Internship Fund / Program : https://bit.ly/spark_xr_program
- Generated research / due diligence on local XR startup funding candidates.
- Learn More : https://annarborusa.org/

President   Jan 2017 - Present

Arbor Interactive
- Developed educational experiences for Federal Fish and Wildlife (small grants), healthcare companies, and media brands.
- Developed social-media data visualization tools for clients in academia.
- Learn More : https://arborinteractive.com

Camp Curricula Designer / Mentor   2018, 2019

Tech X Academy Shanghai
- Designed and executed 2-week game development educational curricula for 30+ pre-college students in Shanghai, China (Photos : https://photos.app.goo.gl/LNmcdi95vRs3gjVW6).
- Learn More : https://xacademy.cc/index-en.html