

Austin D. Yarger

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University of Michigan

Ann Arbor, MI January 2018 — Present

Research Director (EECS 499 - Video Game Independent Research)

- Advise undergraduate students in their independent video game research.



Yarger Games LLC

Dexter, MI January 2017 — Present

President / Janitor

- Developed simulations for DARPA (US Military Research Projects).
- Developed entertainment / gamification products for clients in the healthcare space.
- Developed social-media data visualizations for clients in academia.



University of Michigan

Ann Arbor, MI September 2015 — Present

Instructor (Video Game Development; www.eecs494.com)

- Former students now at Amazon Game Studios, 343 Industries, Volition, Zynga, Riot Games, and NetEase.
- Designed and implemented intensive Unity-based curriculum.
- Implemented course website and course jobs site (494jobs.com).
- Presented lectures on game design and the Unity game engine.
- Led discussion section providing feedback on student projects.
- Organized 300-attendee event to showcase student projects (bit.ly/eecs494_showcase_photos).
- Press / media coverage available here (bit.ly/494_coverage).



Facebook

Seattle, WA May 2016 — August 2016

Software Engineer (InfoTools)

- Developed features for the Facebook Internal Meeting / Calendar Tool. 10,000+ usages per day.
- Worked with Javascript, React.js, HHVM (PHP), Flux, and Mercurial.



Electronic Arts

Redwood City, CA May 2015 — August 2015

Mobile Platform Engineer

- Developed client libraries for mobile game products.
- Designed and implemented a real-time, in-game mobile chat image-sending system (Sticker Chat).
- Worked with ObjC++ (iOS), Java JNI (Android), C# (Unity), Python, AWS EC2 and S3.



Maxis

Redwood City, CA May 2014 — August 2014

Gameplay Engineer (The Sims 4)

- Developed gameplay technologies for *The Sims 4* and expansion packs.
- Worked with Python, C++, Eclipse (PyDev), Perforce version control.

Academia



Masters, Computer Engineering
University of Michigan, Ann Arbor, April 2018

Bachelors, Computer Science Engineering
University of Michigan, Ann Arbor, May 2015

Leadership



International Game Developers Association (igda2.org)
Co-founder (Ann Arbor Chapter)

- Organized monthly meetings.
- Implemented live-streaming of events.
- Coordinated semesterly academic exhibitions between the University of Michigan, Eastern Michigan University, and Lawrence Technological University.



BrideVue (www.bridevue.com)
Technology Consultant / Advisor

- Aided executive team in the selection of appropriate technologies and techniques for an immersive, digital event-planning product.



MichiGames (michigames.org)
Founder / Maintainer

- Constructed the MichiGames Arcade Cabinet, a year-round exhibition of student-made games.
- Secured funding for the construction, maintenance, security, and advertising of the student-games arcade cabinet.
- 2,500+ play sessions since inception.
- Photos available here (bit.ly/michigames_photos).
- Press / media coverage available here (bit.ly/494_coverage).



International Institute of the Bay Area (www.iibayarea.org)
Volunteer Faculty

- Provided immigration legal services, workshops, and tutorials.
- Conducted mock-interviews to prepare immigrants for their citizenship tests.