

Cole Augustine

Game System Designer

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OPEN TO RELOCATE
COLE-AUGUSTINE.COM

Education

Savannah College of Art and Design

B.F.A in Interactive Design & Game Development

Experience

Mind The Abyss

Producer, Lead Developer, Lead Game Designer

FEB 2023 - ONGOING

- Lead a team of over 40 people in creating a fully shipped game title over the course of a year and a half.
- Designed systems and programmed the entire game using Unreal Engine.

WWE SCADPRO

3D Artist and VFX Artist

JAN 2023 - MAR 2023

- Created on-screen visuals for live TV production using Maya and Unreal Engine while maintaining WWE's brand standards.

Beatroot

Project Manager and Lead Programmer

FEB 2023

- Coordinated a team for a global game jam submission and programmed the experience in Unity within only 48 hours

Game Camp Nation

Summer Camp Instructor

SUMMER 2021 - 2022

- Taught classes to students on coding, game design, 2d animation and game asset creation.

BMW SCADPRO

Designer and Programmer

JAN 2024 - MARCH 2024

- Worked with Brand Partner BMW to create a mixed reality VR experience for the Apple Vision Pro.
- Created commercial mock-ups using Unreal Engine, complete with storyboards and shot designs.

FilmHedge SCADPRO

Lead of VFX and Lighting

MAR 2023 - MAY 2023

- Created dynamic moving elements in Unreal Engine for use XR film production on the XR Volume stage.

Project Escape

Gamemaster

SEP 2023 - ONGOING

- Helped design and iterate on puzzles
- Worked in a public speaking roll at the escape room giving rules and hints to guests.

Skills

Combat Systems Design
Game Design
Programming
User Experience
Prototyping
Level Design
3D Modeling

Soft Skills

Leadership
Planning
Project Management
Communication
Agile Workflow
Scrum Master
Idea Generation
Flexibility

Programs

Unreal Engine
Perforce
Unity
Github
Autodesk Maya
Zbrush
Adobe Substance Painter
Adobe Photoshop
Adobe After Effects
Procreate
Python