

Austin Schuette

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Projects:

Unity VR Project

Spring 2023/Spring 2024

Our biggest, if not our main project throughout the course of the GIMM program is to create a VR game from the ground up. I decided to make a music fighting game, as I believed it would work well in VR.

- C#, Maya, Unity VR, Substance 3D Painter, Photoshop, GarageBand, Chuck

Form Animation Website

Spring 2024

In this project, I built a CRUD API website that can have a user view/filter the info from the database, create new entries, and edit/delete existing entries. This website allows the user to create an animation based on the frames they upload into the database and then, at the end, play the animation.

- HTML, CSS, Bootstrap, JavaScript, MySQL, Node.js

The Bidirectional Flow of Time Interactive Comic

Spring 2023

This project was a collaborative effort between me and four other students. The task was to explain a phenomenon of quantum physics using an interactive comic, in which our topic was the bidirectional flow of time. My role was to create the artwork, done in Adobe Illustrator and Photoshop, as well as the concept art.

- Adobe Photoshop, Illustrator, XD
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Work Experience:

Association of Office Professionals - Web Tech

Fall 2024

In this job, my responsibilities were to work with the Association of Office Professionals at Boise State and keep their website up to date, as well as prepare presentations for events.

Education:

Boise State University, Boise ID

Games, Interactive Media, and Mobile Technology, Bachelor's Degree

August 2022 - May 2025