

# Austin Vosler

727-686-9697 | [austinpvosler@gmail.com](mailto:austinpvosler@gmail.com) | [linkedin.com/in/austinvosler](https://www.linkedin.com/in/austinvosler) | [github.com/AustinVosler](https://github.com/AustinVosler)

## EDUCATION

### University of Central Florida

*Bachelor of Science in Computer Science, Burnett Honors College*

Orlando, FL

Aug. 2022 – May 2026

## EXPERIENCE

### Team Leader

*Burnett Honors College*

Aug. 2023 – Dec. 2024

Orlando, FL

- Mentored 15+ students as they grew accustomed to college life through constant support.
- Assisted honors freshmen with making connections in their new environment by organizing team bonding events.
- Designed activities and discussions that encouraged inquiry and communication revolving around a weekly theme.

### Instructor

*IDTech @ Stanford University*

June 2024 – Aug. 2024

Palo Alto, CA

- Taught daily classes about Unity Development for Virtual Reality to groups aged 13 - 17.
- Created lesson plans and curriculum specifically fit to each groups needs and incoming level of aptitude.
- Worked with teammates to organize other camp events, such as extracurricular activities and safe transportation.

### Youth Development Specialist

*YMCA Of the Suncoast*

July 2020 – July 2022

Palm Harbor, FL

- Assumed responsibility and provided leadership for large groups of children aged 3 - 12.
- Communicated with teammates, staff, and parents to create a safe and effective learning environment.
- Organized activities and events, such as lesson plans, fundraising, and volunteering opportunities.

## PROJECTS | AUSTINVOSLER.DEV

### Encrypta | Arduino, C++, Embedded Systems, Git

October 2024

- Created two handheld encrypted communication devices out of OLED displays, keypads, and microcontrollers.
- Designed the physical user interface, and programmed interaction functionality into the keypad and buttons.
- Programmed the logic for inputting, encrypting, displaying, and transmitting custom text messages.
- Implemented a custom Playfair encryption cipher that scrambled the messages sent between the devices.

### Wizard Defense Service | Unity, C#, Git

Feb. 2024 – Apr. 2024

- Developed a 3rd-person ability-based video game with Unity via the high definition render pipeline.
- Arranged the user interface, including a reactive menuing system, settings editor, and a fluid heads up display.
- Leveraged object oriented principles to create a custom ability framework, including inheritance and abstraction.
- Spearheaded the art direction by creating 3D modeled levels and producing the sound design and soundtrack.

### Discord Bot | Python, SQL, Raspberry Pi

Nov. 2024 – Present

- Created a Discord Bot that ranks user messages and stores them inside SQL databases.
- Programmed commands that users interact with using the python framework "Pycord".
- Organized user data into dynamically created tables that can be easily manipulated with SQL.

## CAMPUS INVOLVEMENT

### Dean's Leadership Council | Burnett Honors College

Mar. 2024 – Present

- Produced events and activities with a selective team that helped foster the Honors College environment.
- Served as a liaison between the Honors College and distinguished guests, such as donors, alumni, and faculty.
- Organized and preformed in the musical entertainment for public-facing events serving over 300 people.

### Workshop Instructor & Mentor | KnightHacks

Feb. 2024 – Present

- Taught foundational workshops "Object Oriented Principles" and "Introduction to Unity" to groups of students.
- Mentored underclassmen in a project-based environment, teaching beneficial programming practices.

## TECHNICAL SKILLS

**Languages:** C, C++, C#, Java, Python, JavaScript, HTML/CSS, SQL

**Frameworks:** React, Node.js, Pycord, Tailwind

**Developer Tools:** Git, GitHub, VS Code, Visual Studio, Unity

**Software:** Adobe Suite, Microsoft, Suite, FL Studio, Blender, Audacity