Emerson McCabe

Game Developer

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PROFESSIONAL SUMMARY

Highly motivated game developer with a strong foundation in programming, 3D graphics, and team leadership. Recognized for proactive problem-solving and sought-after leadership skills, with a passion for creating impactful experiences in the video game industry. Eager to contribute to innovative projects while improving and expanding technical expertise.

SKILLS

- C++
- Rendering APIs (OpenGL, Vulkan, DirectX)
- 3D Math & Linear Algebra
- AI Programming
- Debugging & Profiling Tools
- Communication

- Unreal Engine
- Object-Oriented Programming
- Shader Programming (GLSL, HLSL)
- Physics Systems
- Team Collaboration
- Time Management

- Unity
- Data Structures & Algorithms
- Gameplay Programming
- Version Control (Git, Perforce)
- Problem-Solving

EXPERIENCE

Security Guard   June 2023 - Present
Securitas critical infrastructure services- Chesapeake, VA
- Monitor and regulate entry/exit points to prevent unauthorized access.
- Monitor security cameras and alarm systems for suspicious activity.
- Conduct routine perimeter and internal patrols to ensure building maintains secure.
- Respond to alarms, disturbances, or emergencies in a calm and timely manner.
- Complete detailed incident reports and logs.
- Enforce site-specific policies and safety protocols.
- Escort employees or visitors to parking areas or restricted zones when necessary.

Operations Specialist   May 2017 - May 2022
United States Navy- Norfolk, VA
- Ensured safety of navigation.
- Monitored and tracked all contacts via visual and radar contact.
- Deployed in multiple warfare areas to include Air/Underwater/Surface/Strike.
- Drafted and distributed operational reports through internal communications.
- Communicated to naval and air traffic through radio contact.
- Maintained sailor qualifications and naval training standards.

EDUCATION

Bachelor of Science in Game Development (B.S.)   August 2025
Full Sail University, Winter Park FL
GPA : 3.8 / 4.0.
Studied core disciplines including C++, 3D math, physics, AI, and low-level graphics rendering.
Developed games and systems using engines (Unreal Engine and Unity).
Built rendering pipelines using Vulkan/OpenGL and implemented real-time graphics solutions.
Designed and implemented gameplay systems, UI frameworks, and player mechanics.

Applied object-oriented programming and data structures in performance-critical systems.
Collaborated in team-based capstone projects, simulating real-world game development pipelines.
Gained hands-on experience with source control, debugging, and optimization.
Balanced full-time studies with full-time employment, demonstrating strong time management and discipline.