

EVAN P GRAY

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LINKEDIN

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TECHNICAL SKILLS

Programming/Shader Languages: C++, C, C#, GLSL
Graphics APIs: OpenGL, Vulkan
Tools: Visual Studio, VS Code, Git/GitHub, Unity, RenderDoc

PROJECTS

Graphics Programmer, Assistant Producer 09/2024 - Present

NiteLite - 3D Custom Game Engine

- Collaborated with another graphics programmer to implement real-time 3D object rendering using the Vulkan API that can handle 100's of complex models above 600fps.
- Implementing custom terrain creation using heightmaps to allow designers to handcraft engaging levels that are deformable during runtime.
- Implementing Vulkan's raycasted lighting to allow for real-time lighting and shading.
- Led the team in developing a user story of the final product, ensuring a cohesive understanding of project outcomes, and successfully identified more than 10 unplanned tasks.
- Worked with fellow founding members to interview and recruit 3 new hires, building a team capable of achieving project goals within set timelines.



Sole Graphics Programmer, Producer 08/2023 - 05/2024

KnightLight - 2D Puzzle Platformer in a Custom Game Engine

- Developed a custom 2D lighting system in OpenGL, enabling designers to implement light-based mechanics with support for many dynamic customizable and real-time lights.
- Increased frame rate by 500% by implementing compute shaders into the lighting system, allowing for hundreds of thousands of rays per frame.
- Led a cross-functional team with 7 members to ensure a timely project delivery.
- Collaborated with other programmers using Visual Studio's memory and performance profilers to identify issues and optimize core engine systems.



Lead Programmer, Systems Developer, Scrum master 04/2022 - 05/2022

Sprout Town - 2D Top-Down Base Building Strategy Game in Unity

- Managed communication among a team of designers, programmers, and artists to ensure technology supported project goals while utilizing Scrum to keep the team on track.
- Utilized Unity's graphical tools to create effects that visually represent the player's impact and progress toward goals.
- Developed game systems for player base-building and customization in C#, including the accompanying UI and VFX.

EDUCATION

Bachelor of Science in Computer Science in 04/2026

Real-Time Interactive Simulation GPA: 3.99

DigiPen Institute of Technology