EVAN P GRAY

GRAPHICS PROGRAMMER

EMAIL WEBSITE LINKEDIN

evanpgray.work@gmail.com evanpgray.com linkedin.com/in/evanpatrickgray/

SKILLS Languages: C++, C, C#, GLSL Graphics APIs: OpenGL, Vulkan

Tools: Visual Studio, Visual Studio Profiler, Git/GitHub, Unity, RenderDoc

General: Debugging, Optimization, Organization, Collaboration

PROJECTS Graphics Programmer, Assistant Producer

9 Member Team

NiteLite - 3D Custom Game Engine in C++

- Collaborated with another developer to implement real-time 3D object rendering using the Vulkan API that can handle 100's of complex meshes above 200fps.
- Implementing custom terrain creation using tessellated heightmaps to allow designers to handcraft engaging maps that are deformable during runtime.
- 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

7 Member Team

KnightLight - 2D Puzzle Platformer in a Custom C++ Game Engine

- Developed a custom 2D lighting system in OpenGL enabling designers to implement light-based mechanics with support for dozens of dynamic, customizable and real-time lights.
- Increased frame rate by 500% by implementing multithreading through compute shaders into the lighting system, allowing for hundreds of thousands of rays per frame.
- Led a cross-functional team of 7 members and resolved workflow issues throughout the project.
- Collaborated with other programmers using Visual Studio's memory and performance profilers to debug and optimize performance-critical code.

Lead Programmer, Systems Developer, Scrum master

5 Member Team

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 Real-Time Interactive Simulation

04/2026 GPA: 3.99

DigiPen Institute of Technology