

EVAN P GRAY

GRAPHICS PROGRAMMER

EMAIL

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WEBSITE

evanpgray.com

LINKEDIN

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 many 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.
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EDUCATION

**Bachelor of Science in Computer Science in
Real-Time Interactive Simulation**

DigiPen Institute of Technology

04/2026
GPA: 3.99