

# Ian Macaskill

## Game Engineer

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### Ian Macaskill

San Francisco Bay Area, CA

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### Skills

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C++, Perforce, Unreal Engine, C#, Godot, Python, Git, OpenGL, Maya, Blender, Unity

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### Experience

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Working with many people across many different teams of engineers, writers, designers, artists, managers and clients to produce video games that are ready for production.

Debugging technical issues from the engine to the game code itself, working with designers to create visually interesting and user friendly menus.

Creating systems in C++ for Unreal Engine for various functionalities

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### Education

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University of Silicon Valley / Game Engineering

JUNE 2022 - JANUARY 2025, Silicon Valley