

Ian Macaskill

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Education

University of Silicon Valley, San Jose, CA

May 2025

Bachelor of Science in Game Engineering

Skills

- C++, C, C#
- Godot
- Perforce, Git
- VS 2022
- Unreal Engine
- OpenGL

Engineering Experience

Lead UI and Systems Programmer - Project Triangle (UE5)

June 2024 – March 2025

USV - San Jose, CA

- Led a team of over 10 engineers, worked tirelessly to help my team members all finish their tasks while also being responsible for my own tasks and giving out work for them after meeting with project directors and managers
- Was responsible for all controller support, key binding menu (for all input devices), graphics settings menu, a save state system, and the tooltip system, on top of countless other smaller tasks that were left incomplete by other team members
- Facilitated weekly SCRUM and AGILE meetings for my team before assessing the steps and tasks necessary for the upcoming week
- Designed and integrated a reflecting laser system with its own internal layering system for use in a complex laser configuration puzzle for the final level of the game

Lead Systems Programmer - Project FALL (C++)

Jan – May 2024

USV - San Jose, CA

- Led our small application development team to successfully leverage libraries like SFML and GLFW to create and deploy a product that met the standards of our initial GDD
- Instructed our team on how to use Visual Studio 2022 and all of its tools to make sure the application was fully functional and as efficient as possible
- Responsible for all debugging and code review for the entire engineering team, as well as facilitating all weekly scrums

Lead UI Programmer - Project POP (UE5)

August - December 2023

USV - San Jose, CA

- Lead development on all key bind and graphics/display settings menus
- Provided design and programming support for the main popping mechanic as well as the scaling logic for game level progression

UI Programmer - Project SMOG (GODOT)

March – June 2023

USV - San Jose, CA

- In a large 30+ member team, did all of the programming for the inventory system and key binding menu while also being responsible for all controller support
- Worked closely with project managers and other teams to ensure my work would mesh fluidly with theirs