MYLES CRAGG

Engine and Tools Developer

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Dedicated game engine and tools developer with a focus on performance and readability. Constantly trying to learn more about the technologies I use, and always learning new ones. Passionate about creating powerful tools and interfaces that accelerate development.

EXPERIENCE

Engine and Tools Developer

Jampacked Interactive (Student Project)

📅 September 2019 – Present

- **Creating robust and scalable systems** that integrate well with our existing code base.
- **Designing Unity engine tools** to speed up the development of other members of my team.
- **Managing the team's source control** and ensuring the repository's integrity and security.

Game Systems Developer

Full Circle CS

📅 June 2021 – August 2021

- **Converted core game systems** from Unreal Blueprints to C++ code to increase speed and readability.
- **Designed an API** that allows users to define conversations in a markup language and retrieve the dialogue at run-time from a database.

RECENT PROJECTS

Ubisoft Toronto Next / Planetar

Finalist

📅 February 2022 - March 2022

- **Designed easy-to-use front-end API, and expandable back-end** with performance and ease of use in mind.
- **Created detailed documentation** explaining how the project works, and how to use it's many systems.
- **Wrote thorough test-suite** to find and catch bugs that are harder to spot in more complex code.

Oyl3D Game Engine

Solo Developer

📅 May 2019 - April 2020

A custom 3D game engine written in C++. Features include custom editor GUI, physics (Bullet3D), entity component system, and skeletal animation.

TECHNICAL SKILLS

C++

C#

Unity

Unreal

Git

OpenGL

TOP SOFT SKILLS

Leadership

Communication

Teamwork

Problem Solving

LANGUAGES

English

French

EDUCATION

Game Development Bachelor of IT

Ontario Tech University

📅 2018 – 2022

President

Game Programming Club

📅 2020 – 2022