Shea McAuley

EMPLOYMENT

Hashbang Inc. — Lynnwood, WA
Project Lead / Software Engineer II — Mar. 2021 to Sept. 2023
Primary Languages: C#, Typescript

- Leading a team of three, built the **leaderboard**, a multitude of **UI screens** and **sophisticated software integration** from the ground up for "The Office: Somehow We Manage".
- Go to lead for **onboarding and training new members** of three in-house projects and later onboarded senior staff members being brought onto "The Office: Somehow We Manage".
- Built strong backend and **unity editor tools** to help increase the teams velocity .
- Created integration with **firebase** and **playfab** to create an e-commerce backend for an unannounced project's storefront.
- Created **unit tests** to better push forward QA team's velocity.

Easy Time LLC — Bellevue, WA
Software Engineer — Jan. 2021 to Mar. 2021
Primary Languages: C#, Lua

- With a self led team of five created a viable project on a developing engine within six weeks.
- Worked in **agile development** with new requests being created daily.
- Trusted to be **self motivated** in hours worked within a week. There was no structured schedule outside of what the separate teams would create internally.

Wargaming — Bellevue, Wa
Software Engineer Intern — Apr. 2020 to Sept. 2020
Primary Languages: C++, Python, Lua

- Primarily focused on the development of tools within the "Despair Engine".
- Used strong **cross functional communication** throughout numerous teams from across the world.
- Put personally in charge of creating a tool for "Despair Engine" over the course of the internship.

PROJECTS

Cosmechanics — Jan. 2019 to Mar. 2021
- Developed camera that tracked and dynamically calculated position and zoom to include space of all four players.
- Utilizing first the "**Rewired**" input controller tool then integrated Unity's later **2019 Input system.**
- Created multifaceted **unity tool** that allowed other members of the team to edit all aspects of the game through one concise screen. Allowing the team to edit the mechanics of the game on a per level basis.
- Implemented all of the team's animations with **unity's animation tools.**

SKILLS

LANGUAGES
C#
C++
Python

ENGINES
Unity
Unreal

INTEGRATIONS
Firebase
Playfab
Unity Gaming Services (UGS)

TOOLS
Git
Jira

PROJECT MANAGEMENT
Agile Development
Cross Functional Communication
Onboarding

EDUCATION

Southern New Hampshire University
Apr. 2020 to Current
Bachelors of Science Game Programming & Development

Academy of Interactive Entertainment
Sept. 2017 to July 2019
Advanced Diploma Game Engineering/Programming

Columbia Basin College
Aug. 2013 to June 2016
Bachelors of Science Cyber Secuirty

CONTACT

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