Mack
Pearson-Muggli

Programmer & Sound Designer

CONTACT ME

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PROGRAMMING

Languages
- C++
- C#

Development Tools
- VScode
- Visual Studio

Source Control
- Github
- Perforce

Engines / Frameworks
- Unity
- Unreal Engine
- Monogame DirectX

AUDIO

Middleware
- Wwise
- Fmod

DAWs / Plugin Suites
- Ableton
- Reaper
- Ozone
- Fabfilter

EDUCATION

Columbia College Chicago
Game Programming
2020 - 2024
Dean's List
Honors Program
GPA 3.65

WORK EXPERIENCE

Programming Tutor   2021 - Present
Columbia College Chicago

I primarily help other programming students think through problems they encounter in their projects. Tutoring sessions can involve broader programming tasks such as creating a UML while considering OOP principles to create a crafting system or they can be simpler concepts like sorting items in an array in O(n) time. Sessions require quick thinking to solve new problems on the fly. I find it rewarding to build and maintain relationships with other students while helping them find solutions to programming related problems in their work.

Game Audio Intern   Summer 2022
Hidden Path Entertainment

Interning at a triple A game studio was an amazing experience both professionally and personally. I worked as part of the audio team on a Dungeons & Dragons role playing game currently under development. My work involved the full asset production pipeline from collecting source recordings to designing assets and implementing them into the Unreal 5 project as complex audio objects using Wwise. I also used a combination of Unreal Blueprints, C++, and Wwise in order to prototype a user-controlled instrument system to play randomized midi files and sync key/tempo with the game score. Within our team, we used project management tools including Slack, Jira, Confluence and Perforce to maintain quality lines of communication and accomplish tasks in a well-organized and timely manner.

PROJECT EXAMPLES

All of these games can be found on my itch.io page, which is linked from my Github.

2D Rhythm Game – Monogame – Fall 2022

Developing all game systems using C#, including rhythm input system and enemy pathfinding using a*.

2D Arcade Farming Sim – Unity – Spring 2022 (Team of 2)

Developing all game systems using C# in monobehavior, including spawners with obj pooling, grid system, reading and saving data using xml.

3D Stealth Game – Unity – Fall 2021 (Team of 3)

Designing / implementing audio assets & music by creating monobehavior C# scripts for more responsive audio playback in relation to gameplay.

3D FPS game – Unreal Engine – Spring 2021

Developing all game systems using Blueprint and C++, including enemy AI using the state machine pattern.

REFERENCES

Jeff Linsenbigler
Audio Director at Hidden Path
Entertainment

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Jeff Meyers
Programming Professor at
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