

# Craig McLean

Software Developer

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🐙 [github.com/craigmclean39](https://github.com/craigmclean39)

## WORK EXPERIENCE

### Deckhand BC Ferries

10/2016 - Present

West Vancouver, BC

- Safely and efficiently load and discharge cargo, steer the vessel, and ensure compliance with international safety regulations.

### Front End Programmer ACRONYM Games

11/2009 - 06/2011

Burnaby, BC

- Worked in an agile development environment on a Nintendo Wii game (*Wipeout*) and a cancelled Unity project.
- Integrated Nintendo SDK save/load system into game engine.
- Created a front end framework in the Unity game engine for use in a PC MMO title.

### Software Programmer Electronic Arts

02/2008 - 09/2009

Burnaby, BC

- Worked on a studio wide front end development team supporting multiple game teams. (*NHL, FIFA, NBA*)
- Liased with game team programmers to implement game functionality into the front end.
- Created functional in-game front end screens based on artist mock-ups and design documents.

### Junior Programmer Deep Fried Entertainment

04/2007 - 02/2008

Vancouver, BC

- Utilized Nintendo DS SDK to integrate gamepad, touchpad, and pattern recognition into game engine.
- Worked closely with senior programmers and artists to realize their vision in the front end.
- Created complete front end on limited hardware in asynchronous environment.

### Quality Assurance Tester Electronic Arts

2004 - 2005

Vancouver, BC

- Tested various sports video games with a specialization in console guidelines and legal compliance.
- Responsible for finding bugs and compliance issues, then writing detailed bug reports and following up on fixes.
- Tracked overall progress towards full compliance and generated reports tracking progress and regression.

## SKILLS

JavaScript

CSS

HTML

C++

C#

TypeScript

Responsive Design

ReactJS

CLI

Git

Perforce

Firebase

MongoDB

Linux

## PERSONAL PROJECTS

### InstaClone [🔗](#)

- <https://instaclone-iota.vercel.app/>
- **Technology:** React | Typescript | React Router | Firebase
- Developed a limited feature clone of popular photo sharing app Instagram.
- Allow user to follow other users, like and comment on photos, upload their own images, as well as view a feed of their friends photos and explore recent uploads to discover new users.
- Worked with Firebase to implement user authentication, cloud storage for images, and the Firestore NoSQL database for user and post data.
- Created in the React framework utilizing functional components and hooks. State implemented with context and useReducer.

### Resume Creator [🔗](#)

- <https://craigmclean39.github.io/cv-project-top/>
- **Technology:** React | Material UI | WebStorage
- Created responsive web application for users to create a simple resume with work experience, education information, skills, and color theme.
- Leveraged Web Storage API to locally save user's resume and theme preferences.
- Utilized Material UI to quickly build and iterate an attractive and functional interface.

### Shopping Cart [🔗](#)

- <https://craigmclean39.github.io/shopping-cart-top/>
- **Technology:** React | Typescript | React Router
- Developed a store front for an outdoor clothing brand where users can browse products and add them to their shopping cart.
- Dynamically generated all content from a JSON file with product and category information.
- Implemented React Router for dynamic routing to unique product pages.

### Battleship [🔗](#)

- <https://craigmclean39.github.io/battleship-top/>
- **Technology:** JavaScript | HTML | CSS | Jest
- Utilized vanilla JS to manipulate the DOM and create a player vs. computer Battleship game.
- Implemented unit tests on core game logic
- Focused on making the game fully responsive and playable on both desktop and mobile displays

## EDUCATION

### Marine Technology, Navigation Georgian College

2012 - 2015

Owen Sound, ON

### Visual Games Programming Art Institute of Vancouver

2005 - 2007

Burnaby, BC