
DEVLIN McCLURE

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LEADERSHIP

- Hoosier Games: Team lead and programmer in student led organization creating video games
- Gamedev @ IU: Create materials to help teach technical game design concepts and cultivate a community of student game developers

ABILITIES AND STRENGTHS

- Learns skills quickly
- Works well in a group environment
- Experience with Python, Godot Engine (GDScript), Unity (C#), and Unreal Engine 4 (Blueprints/C++)
- Familiar with Git versioning system
- Light Adobe Photoshop, Illustrator, and Premiere Pro skills
- Familiar with Microsoft Office and Google Docs

EDUCATION

- Northrop High School 2013-2017
 - GPA: 3.74/4.33
 - Graduated with High Honors
- Indiana University Bloomington Expected Graduation: 2021
 - GPA: 3.25/4.00
 - Game Design, B.S. Candidate
 - Computer Science, B.A. Candidate

WORK HISTORY

- Indiana University RPS Libraries August 2018 to May 2019
 - Tracking inventory, answer reader inquiries, promoting the library's resources to users, i.e. books, DVDs, academic journal databases
- Indiana University Mark Cuban Center for Sports Media and Technology May 2019 to August 2019
 - Designing and programming VR experiences based on Indiana University Bloomington Athletics

HOBBIES/INTEREST AND OTHER SKILLS

- Building and maintaining custom Windows and Linux/UNIX PCs
- Researching current trends in the gaming industry (Computer and console)