

EUAN MACDOUGALL

E-mail: euan_macd@hotmail.com

Portfolio: <http://euanmacd.github.io/>

www.linkedin.com/in/euan-macdougall

SUMMARY

Programmer with multiple years of professional experience in C++ and other C-family languages. Currently employed in the healthcare industry, and previously in game development.

SKILLS

- Programming:
 - C++ – 4 years
 - C# – 2 years
 - JavaScript – 9 months
- Game engines:
 - Unreal Engine 4 – 3 years
 - Unity – 8 months

EMPLOYMENT

Vision (Aug 2019 – Present)

- Working as a developer for an appointments management system for use in GP practices. The client is developed using C# and MvvmCross, with WPF as the supported platform.

Elk Studios (Jan 2019 – Aug 2019)

- Worked as a client developer for online slot machine games. This involved implementing game specific visual sequences using JavaScript and in-house framework.

Starbreeze Studios (Oct 2016 – Dec 2018)

- Worked on an online co-op FPS game, using Unreal Engine 4 (C++). I was on the programming team since the start of the project in October 2016. I was the main programmer for multiple core features of the gameplay experience, and built upon and maintained that functionality throughout the project.

Climax Studios (Feb 2013 – Feb 2016)

- Worked on a wide range of game projects across a number of platforms and genres, including four well-received released titles as well as a number of unreleased prototypes.
- Contributions include: General gameplay features, a complete UI system, a basic AI system, bug fixing, optimisation, and porting projects between systems.

EDUCATION

University of Abertay, Dundee (2010 – 2012)

MSc/PGDip Computer Games Technology

- Passed with distinction.

Heriot-Watt University, Edinburgh (2006 – 2010)

BSc (Hons) Computer Science

- Awarded 2:1 degree.