

# EUAN MACDOUGALL

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## SUMMARY

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Programmer with 5 years of professional game development experience working with C++ and other C-family languages, covering a wide range of game platforms and genres.

## SKILLS

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- Strong programming skills:
  - C++ – 3.5 years professional experience, as well as personal projects.
  - C# – 8 months professional experience.
  - JavaScript – 6 months professional experience.
  - Java – Used throughout 3 years of university.
- Game engines:
  - Unreal Engine 4 – 3 years professional experience.
  - Unity – 8 months professional experience.
- Platforms: Window, PlayStation 4, Xbox One, Android, VR (Google, samsung, PS4, HTC).
- Revision Control: Perforce, Git.

## EMPLOYMENT

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### **2016 – Present    Starbreeze Studios** **Programmer**

- Currently working on an online co-op FPS game, using Unreal Engine 4 (C++). I have been on the programming team since the start of the project in October 2016. I am the main programmer for multiple core features of the gameplay experience, and have been building upon and maintaining this functionality throughout the project.
- JavaScript was used for 6 months in an earlier version of the project.

### **2013 – 2016       Climax Studios** **Programmer**

- 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

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### **2010 – 2012        University of Abertay, Dundee** **MSc/PGDip Computer Games Technology**

- Passed with distinction.

### **2006 – 2010        Heriot-Watt University, Edinburgh** **BSc (Hons) Computer Science**

- Awarded 2:1 degree.