EUAN MACDOUGALL

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SUMMARY

Programmer with multiple years of professional experience in C++ and other C-family languages. Has primarily worked in game development, covering a wide range of platforms and gaming genres.

SKILLS

- Strong programming skills:
  - C++ – 4 years professional experience, as well as personal projects.
  - C# – 8 months professional experience.
  - JavaScript – 9 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).

EMPLOYMENT

2019 – Present   Elk Studios
- Working as a client developer for online slot machine games. This involves implementing game specific visual sequences using JavaScript and in-house framework.

2016 – 2018   Starbreeze Studios
- 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.

2013 – 2016   Climax Studios
- 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

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.