

# EUAN MACDOUGALL

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## SUMMARY

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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

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- Strong programming skills:
  - C++ – 3 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 to learn programming.
- Game engines:
  - Unreal Engine 4 – 2.5 years professional experience.
  - Unity – 8 months professional experience.
- 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 gameplay programming team since the start of the project (October 2016). I am the main programmer for certain functionality which includes core components 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 number of game prototypes, usually 1-3 months per project, which included working with a wide range of platforms and gameplay types.
- Platforms: PC, PS4, Xbox One, Virtual Reality (Google, Samsung, PS4, HTC).
- Engines: UE4 (C++), Unity (C#), In-house (C++).

## 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.