

# EUAN MACDOUGALL

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## OBJECTIVE

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To continue my programming career in game development.

## SKILLS

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### Technical Skills

- Game engines:
  - Unreal Engine 4 – Used for a total of 20 months over 3 years.
  - Unity – Used for a total of 8 months over 3 years.
- Strong programming skills:
  - C++ – Highly experienced, having used for university, work and personal projects.
  - C# – Used for one large project during university and for 8 months with Unity.
  - Java – Used throughout university to learn programming.
- Miscellaneous technologies used in smaller projects which I possess basic knowledge of:
  - Languages: JavaScript, ActionScript 3, Assembly.
  - SDKs/Engines: SDL, Direct3D 9.0c, OpenGL, XNA 3.1, Android SDK, Lumberyard.
- Revision Control: Perforce.

### Communication & Team Working

- Agile development (scrum) – Followed this methodology for most projects over 3 years. Daily talks with team members of all disciplines, adapting to design changes with each sprint, understanding and tackling any issues that have arisen.

### Organisation

- With agile development, long task lists can accumulate. Gauging priority and duration of tasks has been important in keeping games evolving throughout development.

## EMPLOYMENT

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### 2013 – 2016 Climax Studios Programmer

#### Released Titles

Project	Platform	Language	Engine	Contributions
<a href="#">Sudeki</a>	Steam	C++	In-house	Ported to Steam from original Windows XP build.
<a href="#">Dead Nation: Apocalypse Edition</a>	PS4	C++	In-house	Ported from PS3. Mostly UI work for new PS4 social features, some gameplay and updated input.
<a href="#">Bandit Six</a>	Samsung Gear VR, Google Cardboard	C#	Unity	Entire UI, AI system and some gameplay.
<a href="#">Bandit Six Salvo</a>	Samsung Gear VR	C#	Unity	Helped finish off the project: gameplay, bug fixing, optimisation.

#### Unreleased Titles

Project	Platform	Language	Engine	Contributions
Underwater third person adventure	PS4	C++	UE4	Underwater racer-like minigame, base building system.
Zelda style adventure	PC	C++	UE4	Mesh surface traversal system for wall climbing, combat system similar to that of Zelda: Wind Waker, editor functionality for generating weapon sweep collision data.
<a href="#">Fable Legends</a>	PC, XBox One	C++	UE4	Six months of outsourced bug fixing, working with most game systems.
VR prototypes	PS4 (Morpheus), PC (HTC Vive)	C++	UE4	Gameplay, working closely with designers to ensure comfortable VR experiences.

#### EDUCATION

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

- Passed with distinction.
- Masters Dissertation: Procedural generation of a 3D city model for use as a game level, which received grade B (85%).

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

- Awarded 2:1 degree.

**2000 – 2005 Firrhill High School, Edinburgh**  
**Highers**

- Maths: A, Computing: B, Physics: C, Business Management: C, Graphical Communication: C.

#### ADDITIONAL INFORMATION

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Portfolio available at [www.euanmacdougall.info](http://www.euanmacdougall.info)

#### Hobbies/Interests

- Video games – I enjoy a wide variety of games, mostly on PC. My favourite genres are RPG/adventure, shooter and strategy.
- Game development – I enjoy developing games in my spare time and currently participate in monthly game jams with friends, in which we try to create a simple game over a weekend.
- Weight lifting, tennis, squash, ten-pin bowling.

#### REFERENCES

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James Sharman

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