

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++ – 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

2013 – 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

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.