

## Ian MacLeish

i.a.macleish@gmail.com • (925) 482-4094 • www.ianmacleish.com

Goal: Web Developer. Software Engineer.

### Technical Skills

---

Languages: JavaScript, HTML, SCSS/CSS, C#, Python, Java, C++, Processing, GML, C, Matlab, Stata, Assembly

Technologies: Node, Gulp, Github, Bootstrap, Unity, Oculus Rift, Unix, Photoshop, Rhino3D, Blender, FL Studio, Audacity, Fireworks, GIMP 2, Inkscape, UDK, GameMaker

Other: Agile Scrum, TFS, Oracle 11i, UML, Google Drive, Dropbox, MS Office

### Work Experience

---

#### Associate Software Engineer - AKQA - Digital Advertising (September 2014 - present)

Brought the ideas of other creatives on the Activision team to life using rapid prototyping in Unity and web including a mind controlled drone. Designed and built three apps for Google wearable devices in the time span of one month. Achieved using Agile methodologies and by identifying similarities between apps and writing reusable libraries. Concepted and prototyped multiple ideas for Air Jordan which were used at Jordan All Star Weekend including the LED Court Last Shot simulation experience which won gold, silver, and bronze Cannes Lions in 2015. Converted a stationary bike into a virtual reality bike riding experience complete with smells and wind using the Oculus Rift and Unity. Built fully cross platform email for Apple, and participated in the QA process.

#### Lead Producer - Bar Crawl: A Night to Forget - Student Project (February 2014 - June 2014)

Headed an eleven person team for a match 3 puzzle, turn based beat em up for mobile which has achieved over 900 downloads. Lead scrum and wrote sprint plans which improved team effectiveness. This allowed the team to finish a week ahead of deadline which gave us time for extra polish and bug testing. Worked with the art team to help insure a uniform art direction and design standards. Resulted in learning how to use sprite animations. Helped implement Facebook functionality and learned the basics of how to use external web APIs.

#### Game Developer - Suddenly Words! - Student Project (January 2014 - March 2014)

Worked on a 4 person team over an 8 week period (one day per week) to develop a word spelling game for Android and Surface which has met over 1100 downloads. Implemented camera controls which allowed for a 3D 'realistic' tabletop user experience. Wrote a simple score keeper and modular highscore system which has been reused in other games. Learned the basics of UI design including how to make scaling UIs for mobile devices. Crash course of Blender and UV mapping (board and tiles) with Unity so that our artist could focus on other tasks.

#### Lead Producer - It's Not the End of the World - Student Project (September 2013 - December 2013)

Headed a 10 person team for a prototype of an isometric roguelike survival game. Learned and lead Scrum. Stayed on schedule and avoided a crunch at the end of our last sprint. Gained solid grounding in Unity and C# which have both been used extensively since. Experimented with camera controls in a 3D space and how to use them in a 2.5D setting.

#### Game Designer - Escape the Nightmare - Student Project (April 2011 - June 2011)

Worked with an artist on a 2 person team using GameMaker to develop a 2.5D survival horror game. Time Management. Designed levels and learned how to use things like color, ceiling height, and sound to create a feeling of claustrophobia. Gleaned the basics of working with a game artist and what specifics to request.

### Education

---

#### University of California: Santa Cruz (2010 - 2014)

BS - Computer Science: Computer Game Design