

# LeJon McGowan

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Lejon.me · <https://github.com/lejonmcgowan>

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## Education

<b>California Poly San Luis Obispo</b>	<b>9/2012 - 6/2017</b>
<i>Bachelor of Science: Software Engineering</i>	
<i>Minor: Computing for Interactive Arts</i>	

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## Employment

<b>Inten, Zenith Insurance IT</b>	<b>6/2013 - 9/2013</b>
<b>Senior programmer, Nexus Shift Studios</b>	<b>12/2014 - Present</b>

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## Technologies

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| - <b>C/C++ (Advanced):</b> OpenGL 3.3+, SFML, Unreal Engine 4, Visual Studio | - <b>C# (Comfortable):</b> Unity                             |
| - <b>Java (Advanced):</b> Android, LibGDX                                    | - <b>Version control (comfortable):</b> Git, SVN             |
| - <b>Javascript (Intermediate):</b> EaselJS, Phaser, Cocos2d-JS              | - <b>OS:</b> Linux (Very comfortable), Windows (comfortable) |
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## Game Projects

<b>Children of the Beast (Android)</b>	<b>1/2015, Ongoing</b>
<i>New, upcoming, tabletop campaign built with app usability in mind. Let the App do the number crunching and the players do the role-playing, allowing for more realistic, creative gameplay</i>	
<b>Jetpack Kiwi (UE4)</b>	<b>2/2016-3/2016</b>
<i>2.5D (Pandemonium-style) tech demo featuring a kiwi and his combustible friend!</i>	
<b>Deep Beat (Javascript)</b>	<b>2/2015-3/2015</b>
<i>Rhythm game built around EaselJS. Defend the gelatinous space station from a variety of incoming dysfunctionals</i>	

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## Contest Games

<b>Power Tower: Intel XDK Game Hackathon</b>	<b>2/2015</b>
<i>Featured by Intel at Game Developer Conference 2015</i>	
<b>Attack Vector: Global Game Jam 2015</b>	<b>1/2015</b>
<i>2nd place game. Made with c++ library SFML</i>	
<b>Baaaalrog: Global Game Jam 2016</b>	<b>1/2016</b>
<i>Throw goats, defeat demons, profit</i>	

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## Research Projects

<b>SPH Fluid Simulation (OpenGL)</b>	<b>3/2015</b>
<b>3D L-System Generation (OpenGL)</b>	<b>12/2014</b>
<b>Drone AirTraffic Simulation (C++)</b>	<b>10/2015-5/2016</b>