

# LeJon McGowan

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## Education

### Cal Poly San Luis Obispo

*Bachelor of Science: Software Engineering*  
*Minor: Computing for Interactive Arts*

9/2012 - 6/2017

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## Employment

### Intern, Zenith Insurance IT

6/2013 - 9/2013

### Developer, Nexus Shift Games

12/2014 - Present

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## Technologies

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

### Nexus Shift Games: Children of the Beast (Android)

1/2015, Ongoing

- Upcoming, original tabletop RPG campaign built with app usability in mind
- Offloads mathematical calculations to the app, allowing for more realistic and creative gameplay from the GM's point of view
- Integrated several technologies, including the game framework LibGDX and asynchronous library RxJava
- Constructed architecture for a creature pipeline. Includes a JSON structure to define a monster's hierarchy, and a custom application that allows designers to create new creatures

### Jetpack Kiwi (UE4)

2/2016-3/2016

- 2.5D (Pandemonium-style) Platformer tech demo
- Created 3D spline structure that allowed for the Kiwi to follow on a 2 rail, with the camera adjusting accordingly
- Gave the kiwi a custom state machine for movement, jumping, and boosting

### Deep Beat (Javascript)

2/2015-3/2015

- Rhythm/tower-defense hybrid game built using EaselJS.
  - Made use of easing to simulate gelatinous, soft-body physics after collision with enemies
  - Created context-sensitive dialogue boxes that appear after given triggers
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## Contest Games

### Power Tower: Intel XDK Game Hackathon

2/2015

*Mobile, tower defense game made in Javascript, deployed using Intel's new XDK framework*  
*Featured by Intel at Game Developer Conference 2015*

### Attack Vector: Global Game Jam 2015

1/2015

*2D, top-down race against the stage. Made in C++ using SFML*

### Baaaalrog: Global Game Jam 2016

1/2016

*Top-down action game. Made in Java using LibGDX and Tiled*

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## Research Projects

### 3D L-System Generation (OpenGL)

12/2014

### Drone AirTraffic Simulation (C++)

10/2015-5/2016

### Computational Fluid Dynamics Plugin (Houdini, C++, OpenCL)

12/2016 - Present

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