

LeJon McGowan

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Education

Cal Poly San Luis Obispo

Bachelor of Science: Software Engineering

12/2017

Employment

Developer, Nexus Shift Games

12/2014 - 12/2017

Intern, Zenith Insurance IT

6/2013 - 9/2013

Technologies

- **C/C++ (Advanced):** OpenGL 3.3+, SFML, Unreal Engine 4,
 - **Java (Advanced):** Android, LibGDX
 - **Javascript (Intermediate):** EaseJS, 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)

12/2014 - 12/2017

- 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 different libraries and technologies, including RxJava for asynchronous, event-based development and the rendering framework/scene graph library LibGDX to handle the rendering of an arbitrary hierarchy of high-resolution game assets
- Constructed creature creation pipeline. Includes a custom GUI tool for designers to create new creatures, which then creates or modifies a JSON structure describing a hierarchy of parts, and each part's image assets and attributes

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 2D-like 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 EaseJS.
 - Used easing to simulate gelatinous, soft-body physics after collision with enemies
 - Created context-sensitive dialog boxes that appear after certain events trigger
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Contest Games

Baaaalrog: Global Game Jam 2016

1/2016

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

Power Tower: Intel XDK Game Hackathon

2/2015

Mobile, tower defense game made in Javascript. 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

Research Projects

3D L-System Generation (OpenGL)

12/2014

General Atomics Sense and Avoid Air Traffic prototype (C++)

10/2015 - 5/2016

Eulerian Fluid Solver (C++)

3/2017 - 12/2017