

McLain Johnson

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Portfolio: mclainj.github.io

Technical Skills

Languages: C++, C#, GLSL, HLSL/Cg, Verse, Python

SDK/API: OpenGL, REST, Photon Networking, gRPC

Programs: Unreal Engine 5 & FN, Unity, Visual Studio, MongoDB, Redis, Git/Smart Git, Jira

Experience

- ❖ **Independent Game Engineer** - Fort Worth, TX **Apr 2024-Present**
Competitive multiplayer experiences with Unreal Engine Fortnite
 - Utilizing UEFN and Verse to implement game mechanics and gameplay logic
 - Managing client-server interactions and maintaining data persistence per player
 - Collaborating with 3D artist/designer to integrate their work into the project
- ❖ **Monumental, LLC** - Austin, TX **Jan 2022-Jan 2023**
Software Engineer
Unreleased Massive Multiplayer Online game
 - Provided performance testing of suspended project code for repurposing
 - Scoped and documented engineering work for proposed design features
 - Collaborated with other engineers and designers in establishing test-driven development environment, including bot testing for performance*Crowfall* - Massive Multiplayer Online, Player vs Player game
 - Continued to support *Crowfall* post-launch after Monumental acquisition
 - Reworked designer quest management tool to be data-driven and implemented support for daily quests
- ❖ **ArtCraft Entertainment** - Austin, TX **June 2020-Dec 2021**
Crowfall - Massive Multiplayer Online, Player vs Player game
Software Engineer **Sep 2021-Dec 2021**
 - Supported *Crowfall* post-launch, and continued previous duties
 - Authored Technical Design Documents for new game features
 - Analyzed and improved performance using the Unity Profiler**Associate Software Engineer** **Sep 2020-Aug 2021**
 - Launched *Crowfall*, while working on a variety of game systems
 - Integrated new UI features, and debugged UI and character shader issues
 - Implemented client player group management for online matchmaking
 - Inherited ownership of client chat, and implemented a profanity filter service
 - Overhauled localization system to automate the process for designers**Game Programming Intern** **June 2020-Aug 2020**
 - Worked on various client gameplay bugs and polish
- ❖ **Texas A&M Capstone Team** - College Station, TX **Aug 2019-May 2020**
Programmer
 - RTS/3rd Person Action hybrid game with AI opponent (2020): Focused on gameplay programming and custom shaders
 - Unity 3D platformer/puzzle game (2019): Worked with interdisciplinary team, concentrating on AI, render pipeline, shaders, and utilities
- ❖ **iCode** - Allen, TX **May 2019-Aug 2019**
Technical Lead
 - Instructed students on virtual reality development with Unity

Education

- Texas A&M University** - College Station, TX **May 2020**
Bachelor of Science in Computer Science, Cum Laude
Minors in Game Design & Development, and Cybersecurity
- Southwestern Baptist Theological Seminary** - Fort Worth, TX **Aug 2022-Present**
Master of Divinity in Theology