# M. Randall McNeil

336) 467-1816 North Wilkesboro, NC

# **Gameplay Programmer**

GitHub: mcneilmr mcneilmr@appstate.edu

June 2021 — August 2021

#### **EXPERIENCE**

### Internship - Game Development

Dark Glass Studios

North Wilkesboro, NC

- Designed and implemented a collectible creator tool for project collaborators.
- Programmed player and enemy action for turn-based combat and end of battle reward handler.
- Expanded combat mechanics with health bars, attack values, and connected animations.

#### Adjunct Professor - Simulation and Game Development

Wilkes Community College

August 2015 — December 2021

North Wilkesboro, NC

- Instructed:
  - SGD-114 3D Modeling
  - SGD-125 Artificial Intelligence
  - SGD-162 3D Animation
  - SGD-214 3D Modeling 2
  - SGD-237 Rigging 3D Models
- Assisted:
  - SGD-289 Capstone

#### **PROJECTS**

#### **Digit Dasher**

Personal Project

- Conceptualized and created an infinite runner game for Android mobile devices.
- Utilized Unity 3D, C#, and Adobe Photoshop as integral tools to bring the project to fruition.
- Published to the Google Play Store in the spring of 2019.

## **Dutch Blitz**

Undergraduate Capstone Project

- Co-created a single player digital twin for the physical card game Dutch Blitz.
- Lead the development of the core mechanics and rules within the game as well as bot actions and variable difficulty levels.

#### **Mash Trainer**

Personal Learning Project

• Developed rapid button press training tool in Unity 3D for the purpose of learning Github creation and project version control.

#### SKILLS

Languages C#, C, C++, Java, Haskell, Bash, Assembly, R, SQL

Game EnginesUnity, Unreal, Source, RPG MakerModeling/AnimationMaya, 3DS Max, Blender, After EffectsApplicationsVisual Studio, Vi/Vim, Eclipse, Git, MySQLWeb DevelopmentHTML, CSS, JavaScript, PHP, Apache

**EDUCATION** 

Master of Science, Computer Science, Appalachian State University

Bachelor of Science, Computer Science, Appalachian Statue University

Associate in Applied Science, Simulation and Game Development, Wilkes Community College

Expected May 2024 December 2021 May 2015