

Fraser McCann

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Graduate games programmer with 4 years experience across different specialities including XR programming, gameplay mechanics development, NPC AI logic, Audio Programming and shader programming. Runner Up Award Winner of DARE Academy 2025 with Fishbowl Studio.

EMPLOYMENT HISTORY

ABERTAY UNIVERSITY TEACHING ASSISTANT

Sep 2024 - Dec 2024 | Dundee

- Working with lecturers to assist in advanced graphics labs.
- Directly helping students understand complex graphics concepts in the DirectX11 framework used at the university.

PEPPERMINT BARS AND EVENTS | TECHNICAL OPERATIONS TECHNICIAN

June 2023 - Present | Seasonal

- Worked as part of the technical operations team to deploy hundreds of payment devices to festival sites to take payments at bars and food traders.
- Communicated with food traders to establish contracts for equipment rental and provide technical support and insights into sales reporting.
- Created reports for project managers to view takings across sites and gauge performance.
- Worked events for clients such as the BBC and Live Nation.

PROJECTS

ADORATE | DARE ACADEMY 2025 RUNNER-UP AWARD WINNER

June 2025 - Present | Fishbowl Studio

- Working as a Generalist programmer using Unreal Engine 5, C++ and Blueprint.
- Implemented features such as enemy behaviours and player abilities and also implemented shaders to help achieve a distinct look.
- Used Wwise middleware to add audio to project including dynamic music and fine-tuned sound effects

REALITY SHIFT | MIXED REALITY CARD GAME CLIENT FOR MY HONOURS FINAL YEAR PROJECT

September 2024 - May 2025 | Abertay University

- Used Unity 6 and C# to make an app to play card games online with others with virtual cards overlaid on users real environments.
- Used to research the impact of using Mixed Reality on online tabletop games in terms of social and gameplay experience.
- Shortlisted for the Ninja Kiwi Award for Games Programming and the Pocket Sized Hands award for Technical Innovation at the Abertay Digital Grad Show

HALF-BAKED | VR PUZZLE GAME FOR DES310 MODULE AT ABERTAY UNIVERSITY

Jan 2024 - May 2024 | Abertay University

- Worked as VR mechanics programmer for professional project module.
- Half-Baked is a VR puzzle game made in Unreal Engine 5 where the player has to manoeuvre the environment by dragging themselves about with floppy unpredictable arms.
- I used Unreal Engine's physics system to create the chaotic yet controllable arm mechanic and fine tuned it until it felt right.

EDUCATION

ABERTAY UNIVERSITY

FIRST CLASS BACHELOR OF SCIENCE IN
COMPUTER GAME APPLICATIONS
DEVELOPMENT WITH HONOURS
July 2025 | Dundee
GPA: 4.1

UNDERGRADUATE

Honours Project Proposal & Execution | A
Honours Project Dissertation | A
Tools Programming | A
Graphics Programming with Shaders | A+
(Teaching Assistant)
Gameplay Mechanics Development | A
Network Systems for Game Development | A
Artificial Intelligence | B+
Professional Project | A
(Half-Baked Project)
Audio Programming | A+

SKILLS

PROGRAMMING

4+ years:

C++ • GML

2+ years:

C# • HLSL • Python

TECHNOLOGY

Git/Github • OpenXR • DirectX11

Unreal Engine 5 • Unity 6

Gamemaker • Wwise • Godot 4

SOCIETIES

Abertay Game Development Society

Abertay Athletics

LINKS

Portfolio

fraxle.pro

Github

github.com/profraxle

LinkedIn

linkedin.com/in/fraser-mccann

Itch.io

profraxle.itch.io