# Fraser McCann

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Game programmer with 3+ years experience at university. Interest across different specialties including XR programming, gameplay mechanics development, NPC AI logic and shader programming.

## 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

### 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.
- My main job was creating the mechanic of these arms, interfacing with Unreal's physics engine to create a controllable yet unpredictable system for player movement.

### VANISHING ACT  | PSX style horror puzzle game for Abertay Game Development Society Freshers Jam
September 2024 | Abertay University

- Worked as a programmer on a team of 5 as part of Abertay Game development society's freshers jam over week in september 2024.
- Worked on retro shaders to emulate the graphical artifacts present on playstation 1 games.
- Implemented a Resident Evil style spatial inventory system as a core gameplay mechanic for players to have limited inventory space when handling items to progress the game.
- Developed dynamic UI elements to interface logic of inventory to players.

## EDUCATION

### ABERTAY UNIVERSITY
Bachelor of Science in Computer Game Applications Development
Expected June 2025 | Dundee
Cum. GPA: TBD

## SKILLS

### PROGRAMMING
3+ years:
C++ • GML
1+ years:
C#•HLSL
0+ years:
Python • GDScript • Rust

### TECHNOLOGY
Git/Github • OpenXR • DirectX11
Godot 4 • Unreal Engine 5 • Unity 2023
Gamemaker • Docker • Keras

### UNDERGRADUATE
Graphics Programming with Shaders | A+
*(Teaching Assistant)*
Gameplay Mechanics Development | A
Network Systems for Game Development | A
Artificial Intelligence | B+
Professional Project
*(Half-Baked Project)*

## SOCIETIES

Abertay Game Development Society
Abertay Athletics

## LINKS

Github
github.com/profraxle
LinkedIn
linkedin.com/in/fraser-mccann/
Itch.io
profraxle.itch.io
Portfolio
profraxle.github.io