

# 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 around with floppy unpredictable arms.
- Used Unreal Engine's physics system to create the chaotic yet controllable arm mechanic and iteratively tuned it until it felt satisfying.

## 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