EUAN MACDOUGALL

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SUMMARY

Programmer with over eight years of professional experience in C-family languages and a variety of technologies. Currently employed as a gameplay developer for VR games.

SKILLS

Programming
- C++ (4 years) – Mostly with Unreal Engine 4, as well as various personal projects.
- C# (3 years) – Used with the Unity Engine and MvvmCross.
- JavaScript (9 months) – Multiple game clients with in-house framework.
- Rust

Game engines
- Unreal Engine 4 (3 years) – Contributed towards 2 large-scale titles as well as various prototypes.
- Unity (1 year) - Small-scale games and personal projects.

Other
- PostgreSQL (1.5 years) – Occasional usage writing queries and functions for existing systems.
- MvvmCross (1.5 years) – Worked on one large application with WPF as the platform.

EMPLOYMENT

Resolution Games (Nov 2021 – Present)

Working as a gameplay programmer for an unreleased multiplayer VR game. The game is build with Unity and C#, while the core gameplay logic is written in Rust.

Vision (Aug 2019 – May 2021)

Worked as a developer for an appointments management system for use in medical practices. The client was developed using C# and MvvmCross, with WPF as the supported platform. Back end services used PostgreSQL, which I would be required to work with on occasion.

Elk Studios (Jan 2019 – Aug 2019)

Worked as a client developer for online slot machine games. This involved implementing game specific visual sequences using JavaScript and in-house framework.

Starbreeze Studios (Oct 2016 – Dec 2018)

Worked on an online co-op FPS game, using Unreal Engine 4 (C++). I was on the programming team since the start of the project in October 2016. I took ownership for the development of multiple core features of the gameplay experience, and built upon and maintained that functionality throughout the project.

Climax Studios (Feb 2013 – Feb 2016)

Worked on a wide range of game projects across a number of platforms and genres, including four well received released titles as well as a number of unreleased prototypes.
Contributions include: General gameplay features, a complete UI system, a basic AI system, bug fixing, optimisation, and porting projects between systems.

EDUCATION

University of Abertay, Dundee (2010 – 2012)
MSc/PGDip Computer Games Technology

Passed with distinction.

Heriot-Watt University, Edinburgh (2006 – 2010)
BSc (Hons) Computer Science

Awarded 2:1 degree.