

George McDonagh

Curriculum Vitae

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Enthusiastic Computer Games Programming student and aspiring computer games programmer. I am constantly striving to better my professional self whether that's by learning new ways to create or by working on my personal projects.

Education

September 2008 – June 2013

St Paul's RC Secondary School (Leicester)

September 2013 – June 2015

Leicester College - IT BTEC 90 Credit Diploma level 3 - Games Development | **D*D*D**

September 2015 – June 2016

De Montfort University - Computer Science (BSc) First Year | **2:1**

September 2016 – Present

De Montfort University – Computer Games Programming (BSc) Second Year | Predicted **1st**

Experience

Summer 2015

Drop Dead Interactive – I worked with DDI on an in-development project using Unity and C#. I developed the top-down camera from scratch which followed the center point of the players and zoomed in/out accordingly. The camera would smoothly follow the players and could also be tilted to decrease/increase the viewing angle. After this I worked with DDI to implement a game menu where players would select their avatars before the game started.

May – July 2016

Furnley House Ltd – I was given the opportunity to work at Furnley House for 4 weeks as work experience but I asked to increase the period to 8 weeks as I found the experience to be invaluable. During this time I worked as the company's main IT support. I carried out a range of responsibilities from being everyone's main point of contact for IT-related issues to installing a new primary NAS device for the company's three branches to use.

July 2016 – Present

Furnley House Ltd – After the 8 weeks of work experience Furnley House offered me a contract to carry of the work I was doing for them alongside my studies.

References provided upon request.

Personal Projects

Pseudo-3D Jumping Platformer – Unreal Engine – Blueprints

During a 24 Hour Game Jam hosted by my Game Development Society I programmed a procedurally generated platformer which featured static, moving, and breaking platforms. The collision of all of these had to be updated so that the player could phase through them from underneath and then land on them. I was the primary programmer in my team.

2D Scrolling Space Shooter – Microsoft's XNA Framework – C#

A space shooter featuring simple sprite animation, purchasable upgrades, and never-ending gameplay.

PONG Replica – Microsoft's XNA Framework – C#

As a project completed for a college assignment I created a PONG replica which featured several levels of difficulty, a spectator mode, a classic mode, a multiplayer mode, an arcade mode which included high-score board, and an options menu in which the player could customize certain aspects of the game in multiplayer mode.

Dungeon Generator – Microsoft's XNA Framework – C#

In my ongoing attempts to create a fully featured endless dungeon crawler RPG, I have created a dungeon generator featuring several room types, doors, actors which make use of A* path finding, containers, and entrances to other dungeons.

Skills

- Eager to expand my skill set and learn new things
 - Proficient in C#, Java, and Blueprints
 - Comfortable with and continuing to learn C++, C, HTML, and CSS
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Hobbies and Interests

- Fantasy Fiction (Currently *The Wheel of Time*)
- Pixel Art
- Collaborating with others to make video games
- Procedural Generation
- Video Game Conventions
- All things space
- 3D Modelling
- Networking with Game Industry individuals
- UI Design
- Artificial Intelligence