

EVAN MCGRATH

evan-mcgrath-dev@outlook.com

evan-mcgrath.com | linkedin.com/in/evan-mcgrath | 978-846-1285

Technical Skills

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|--------|-----------------|------------------|---------------|
| ➤ C# | ➤ Unity | ➤ Mirror | ➤ Plastic SCM |
| ➤ C++ | ➤ Unreal Engine | ➤ GIMP | ➤ Github |
| ➤ Java | ➤ Visual Studio | ➤ Steamworks SDK | ➤ Perforce |
| ➤ HTML | ➤ Jenkins | ➤ Agile | |

Experience

Airstrafe Interactive LLC, Torrance, CA

June 2021 – Present

Network Gameplay Programmer Unity C#, PC

- **Worked in Visual Studio to develop gameplay and Unity Editor C# scripts on a game project deployed to PC platforms.**
- Created generic online subsystem backend for ease of porting to other platforms and full lobby system using Steamworks.
- Developed "Invasion" mechanic allowing players to visit lobbies with their entire party for a time.
- Reworked countless scripts to function properly and efficiently in an online multiplayer environment.
- Automated the build process with Jenkins, including scripts to clean up old builds and upload directly to Steam.
- Overhauled and optimized the game's user interfaces, including the lobbies, character customization, and inventories.
- Engineered Skill System backend, including editor tools to define Tree layout.
- Reworked character saving and loading, including a means to efficiently share characters over the network.
- Used Perforce for Source Control.

Zelgor, Inc., Boston, MA

May 2020 – June 2021

Software Engineer, Unity C#, Mobile

- **Worked in Visual Studio to develop gameplay and Unity Editor C# scripts on game projects deployed to Android and iOS platforms.**
- Refactored existing C# codebases to pull from cloud hosted spreadsheets instead of Unity data files, allowing for additional content and fixes without patching the game.
- Developed image editing tools using C# scripts, including gif exporting of gameplay feeds compatible on all platforms, including mobile.
- Developed tools using C# code in the Unity Engine to streamline and optimize developer processes in Unity.
- Authored technical documents on all tools using Confluence.
- Integrated cross-platform Notification and Data Tracking solutions using both native code and external libraries, designed to work for future projects using a polymorphic solution.
- Used Perforce for Source Control.

MassDiGI, Worcester, MA

August 2018 – November 2020

Live Studio Intern: Lead Programmer / Programmer / Quality Assurance Tester

- **Worked in Visual Studio to develop gameplay and Unity Editor C# scripts on game projects deployed to Android and iOS platforms.**
- Lead programmer on the mobile games Spell Strike, Line Slider, and Wizdy Pets.
- Optimized and profiled builds for playability on an interactive TV box, taking two projects from unplayable, to a stable 60FPS.
- Created game builds for Android and iOS platforms weekly.
- Pushed major content updates monthly with no known bugs.
- Developed tools using C# code in the Unity Engine to expedite testing and development processes, including performing A/B testing on active users.

Smush, TOUGON INTERACTIVE ENTERTAINMENT

January 2019 – June 2019 <https://store.steampowered.com/app/1089250/Smush/>

Lead Designer, Lead Programmer, Unity C#, PC

- Created, developed, designed, and released the Steam game Smush in its entirety including mechanics, content, and artificial intelligence.
- Integrated the game with the Steamworks developer toolkit, including features such as achievements and Steam interface integration.

Education

Becker College, Worcester, MA

Graduated: May 2020

Bachelor of Arts in Interactive Media Design

Concentration in Programming, GPA: **3.96**/4.0

- Dean's List Fall 2016, Spring and Fall 2017, Spring and Fall 2018, Spring and Fall 2019, Spring 2020.