**Evan McGrath**

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Technical Skills



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| * **C#**
* **C++**
* Java
* HTML
 | * **Unity**
* Unreal Engine
* **Visual Studio**
 | * Photoshop
* GIMP
* **Adobe Premiere**
* Adobe Dreamweaver
 | * **Plastic SCM**
* Github
* **Agile**
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Experience

**MassDiGI**, Worcester, MA *August 2018 – Present*

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

* Lead programmer on the mobile games Spell Strike, Line Slider, and Wizdy Pets.
* Optimized and profiled builds for playability on an interactive TV box.
* Created game builds for Android and iOS platforms weekly.
* Developed tools to expedite testing and development processes.

**Becker College**, Worcester, MA *May 2019 – August 2019*

*Summer Intern: Programmer*

* Worked in association with the Massachusetts Department of Health on a serious game project.
* Developed new node-based dialogue system and streamlined quest system to allow junior designers to effortlessly develop new content.
* Created customization system for character’s costume, hairstyle, and skin tone, and designed tools to improve costume workflow.

**Wizdy Pets**, MassDiGI https://play.google.com/store/apps/details?id=com.MassDiGI.WizdyPets

*Lead Programmer, Quality Assurance Tester, Unity C#*

* Worked with a team of three to update the serious game, Wizdy Pets from Unity 5 to Unity 2019.2 and prepare it for a relaunch on both Android and iOS in March 2020.
* Improved compatibility with modern phones by implementing letterboxing and adjusting dead zones for user interfaces.
* Corrected all known issues and completed unfinished areas of the game including the final two minigames, Smog Chasers and Micro Mix.
* Rewrote the analytics scripts for data tracking to solve compatibility issues with the existing package.
* Integrated Mobile Notifications package to resolve issues with outdated Android and iOS notification implementation.

**Line Slider**, MassDiGI https://play.google.com/store/apps/details?id=com.MassDiGI.Linerunner

*Lead Programmer, Quality Assurance Tester, Unity C#*

* Pushed major content updates monthly from September 2019 to December 2019, with no known bugs.
* Developed and designed two new mechanics, time slow and time reverse, for new levels in World 2. Repurposed limited ink mechanic for use in challenge mode.
* Smoothed out long-standing issues with the player’s movement on drawn lines before the first update.
* Created tools to streamline balancing process and perform A/B Tests on active users.

**Smush**, TOUGON INTERACTIVE ENTERTAINMENT https://store.steampowered.com/app/1089250/Smush/

*Lead Designer, Lead Programmer, Unity C#*

* Created, developed, designed, and released the Steam game Smush in its entirety including mechanics, content, and artificial intelligence.
* This project was a finalist game at MassDiGI Game Challenge 2019.
* Created over 20 unique maps and three unique ways to play.
* Implemented vast customization features with over 3,300 combinations of color, eyes, and hat available.
* Integrated the game with the Steamworks developer toolkit, including features such as achievements and Steam interface integration.

Education

**Becker College**, Worcester, MA *Anticipated Graduation: May 2020*

*Bachelor of Arts in Interactive Media Design*

Concentration in Game Arts, GPA: **3.96**/4.0

* Dean’s List Fall 2016, Spring and Fall 2017, Spring and Fall 2018, Spring and Fall 2019.