

Fraser McCann

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Graduate games programmer with 5+ years of experience across different specialities including Gameplay, Audio, Graphics, XR and AI programming. Runner Up Award Winner of DARE Academy 2025 with ADORATE by Fishbowl Studio.

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 Blueprints.
- Implemented gameplay mechanics such as enemy behaviours and player abilities.
- Used the material graph to author shaders to help achieve a distinct toon look.
- Implemented 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

- Utilised Unity 6 and C# to develop 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 PROFESSIONAL PROJECT 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.
- Architected and implemented a physics based, movement-driven locomotion system to function as our primary game mechanic.

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.

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++ • C#

2+ years:

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