

Fraser McCann

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Game programmer with 3+ years experience at university. Interest across different specialties including XR programming, gameplay mechanics development, NPC AI logic and shader programming.

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.

PROJECTS

HALF-BAKED | VR PUZZLE GAME FOR DES310 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 about with floppy unpredictable arms.
- My main job was creating the mechanic of these arms, interfacing with Unreal's physics engine to create a controllable yet unpredictable system for player movement.

VANISHING ACT | PSX STYLE HORROR PUZZLE GAME FOR

ABERTAY GAME DEVELOPMENT SOCIETY FRESHERS JAM

September 2024 | Abertay University

- Worked as a programmer on a team of 5 as part of Abertay Game development society's freshers jam over week in september 2024.
- Worked on retro shaders to emulate the graphical artifacts present on Playstation 1 games.
- Implemented a Resident Evil style spatial inventory system as a core gameplay mechanic for players to have limited inventory space when handling items to progress the game.
- Developed dynamic UI elements to interface logic of inventory to players.

EDUCATION

ABERTAY UNIVERSITY

BACHELOR OF SCIENCE IN
COMPUTER GAME APPLICATIONS
DEVELOPMENT

Expected June 2025 | Dundee

Cum. GPA: TBD

SKILLS

PROGRAMMING

3+ years:

C++ • GML

1+ years:

C# • HLSL • Python

TECHNOLOGY

Git/Github • OpenXR • DirectX11
Godot 4 • Unreal Engine 5 • Unity 6
Gamedot • Docker • Keras

UNDERGRADUATE

Graphics Programming with Shaders | A+
(Teaching Assistant)

Gameplay Mechanics Development | A
Network Systems for Game
Development | A

Artificial Intelligence | B+

Professional Project

(Half-Baked Project)

SOCIETIES

Abertay Game Development Society

Abertay Athletics

LINKS

Github

github.com/profraxle

LinkedIn

linkedin.com/in/fraser-mccann/

Itch.io

profraxle.itch.io

Portfolio

fraxle.pro