

LeJon McGowan

PO Box 800457 · Santa Clarita, CA, 91380 · lejonmcgowan@gmail.com · LeJonm.me

Education

Cal Poly San Luis Obispo 12/2017
Bachelor of Science: Software Engineering

Employment

Developer, Nexus Shift Games 12/2014 - 8/2017
Intern, Zenith Insurance IT 6/2013 - 9/2013

Technologies

- **C/C++ (Advanced)**: OpenGL 3.3+, SFML, Unreal Engine 4,
 - **Java (Advanced)**: Android, LibGDX
 - **Javascript (Intermediate)**: EaselJS, Phaser, Cocos2d-JS
 - **C# (Comfortable)**: Unity
 - **Version control (comfortable)**: Git, SVN
 - **OS**: Linux (Very comfortable), Windows (comfortable)
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Game Projects

Nexus Shift Games: Children of the Beast (Android) 12/2014 - 6/2017

- Upcoming, original tabletop RPG campaign built with app usability in mind
- Offloads mathematical calculations to the app, allowing for more realistic and creative gameplay from the GM's point of view
- Integrated several technologies, including the game framework LibGDX and asynchronous library RxJava
- Constructed architecture for asset pipeline, including a JSON structure to define a monster's hierarchy, and a custom tool allowing designers to create new creatures

Jetpack Kiwi (UE4) 2/2016 - 3/2016

- 2.5D (Pandemonium-style) platformer tech demo
- Created 3D spline structure that allowed for the Kiwi to follow on a 2D rail, with the camera adjusting accordingly
- Gave the kiwi a custom state machine for movement, jumping, and boosting

Deep Beat (Javascript) 2/2015 - 3/2015

- Rhythm/tower-defense hybrid game built using EaselJS.
 - Used easing to simulate gelatinous, soft-body physics after collision with enemies
 - Created context-sensitive dialog boxes that appear after certain triggers
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Contest Games

Baaaalrog: Global Game Jam 2016 1/2016
Top-down action game. Made in Java using LibGDX and Tiled

Power Tower: Intel XDK Game Hackathon 2/2015
Mobile, tower defense game made in Javascript, deployed using Intel's new XDK framework
Featured by Intel at Game Developer Conference 2015

Attack Vector: Global Game Jam 2015 1/2015
2D, top-down race against the stage. Made in C++ using SFML

Research Projects

3D L-System Generation (OpenGL) 12/2014

Drone air traffic simulation (C++) 10/2015 - 5/2016

C++ Eulerian Fluid Solver 3/2017 - 12/2017
