David W. McFadden

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Objective

Seeking a technical design role in the gaming industry. Five years' experience in team-based projects and have held multiple leadership roles. Skilled in UE4, Blueprint, and C++. Able to combine technical and artistic knowledge into projects.

Qualifications

- Dual bachelor's degrees in Computer Science and Arts and Technology, Masters in CS in progress
- Experienced in commercial product development and robotics research for the Department of Defense
- Experience as a designer/scripter for a Steam title, and as a computer science teacher and mentor
- Five years as an independent game developer

Education

M. S. in Computer Science – Expected Dec 2018
University of Houston – Victoria, Victoria, TX
B. S. in Computer Science – May 2016   GPA: 3.7
University of Houston – Victoria, Victoria, TX
B. A. in Arts and Technology – May 2013   GPA: 3.2
University of Texas at Dallas, Richardson, TX

Experience

Graduate Research Assistant - University of Houston Victoria, CS Department – Nov 2015 to Present
- Team project. Used Visual Studio, C++, and Unreal Engine 4 in day-to-day work.
- DOD research grant for human to robot communication using motion capture, VR, and gestural control.
- Responsible for creating network pipeline using a custom in-house networking API.
- Helped create modern VR game environment for pilot operations.

Level Designer/Team Leader – IOCAINE Studios – Dec 2013 to Sept 2014
- Developed a cross-platform adventure game for deployment through Steam.
- Designed and deployed game levels using the Unity Engine. Included event scripting, NPC, story, dialog, and progression design.
- Facilitated communication between Art, Design, and Programming teams.

Independent Game Developer – UHV and Bloomington ISD -- Jan 2015 to Oct 2015
- Designed, developed, and shipped a tablet game to help primary school students practice basic math skills. Presented periodic project reviews to INVISTA and school administration board.
- Deployed to local elementary school district in late 2015; well received and still in use.
- Solo project, funded by INVISTA, working through UHV CS and Education departments.
- Created with UE4, included student tracking and progress report in-app tools for teachers.

Computer Science Programming Instructor and Mentor – Victoria ISD, TX– Nov 2015 to March 2016
- Taught Pre-AP/AP computer science at two local high schools; created lesson plans, reviewed and graded exams and assignments.
- Mentored students in Java language and programming fundamentals during and after school hours.

Epic Games MegaJam Participant
- Developed original VR dating simulation game in seven days as a team of two.
- Multiple responsibilities, including overall design, art, modeling, rigging, and animation.

Proficiency

Environments: Unreal Engine 4, Unity, Microsoft VS, Adobe PS, Autodesk Maya, Git, SVN
Languages: C++, JAVA