

MALCOLM MACDONALD

mac97@shaw.ca
malcolmmacdonald.ca

GAMEPLAY PROGRAMMER

linkedin.com/in/malcolm-macdonald

EXPERIENCE

SOLO DEVELOPER

UNITY TOOLS PROGRAMMER

Poseable Doll (2019) - Unity Editor Tool on the Asset Store

- Poseable Doll is a tool to allow non-artists to quickly create 3D character animations and poses within Unity
- Written in C# using Visual Studio Code, the tool extends the Unity Editor and has its own data type for Poses
- Contacted Unity developers of various skill levels for feedback and bug testing
- Commissioned an artist for the tool's default character model and mascot
- Organized project schedule and bug tracking
- Iterated on the tool's UX, and created a model controller in the style of professional animation tools

TRICYCLE GAMES

UNITY PROGRAMMER

Medium Rare (2019, in development) - Local Multiplayer Party Game
Team of 5

- Worked in Unity, coded in C# with Visual Studio Code
- Took on the role of sole unity programmer
- Coded new game modes, gameplay mechanics, menus, and characters
- Created a ScriptableObject system for designers to author character presets and game levels
- Refined the existing audio system, and maintained the code architecture as the project grew
- Refactored and extended systems built by the previous programmer
- Helped host playtests and public presentations of the game
- Worked closely with the game's designer, and gave input on design decisions
- Helped create the project's asset pipeline

Medium Rare: Dragon Flight (2019) - Casual Mobile Game, Google Play
Team of 4

- Worked in Unity, coded in C# with Visual Studio Code
- Built the early prototype, then transitioned the prototype into a full game
- Created the level generation system, and created/polished the game's core mechanic
- Worked with the game's designer to create simple design tools within Unity
- Monetized the game and published it to the Google Play Store

ULTRA CREATIVE GAMES

UNITY PROGRAMMER

November, 2017 - November 2018
Teams of 3

- Sole programmer on 5 mobile educational game prototypes
- Interviewed programmers, and designed the technical interview questions
- Contributed to the design of prototypes
- Coordinated the creation of a studio wide code framework
- Hosted weekly programmer meetings to encourage skill sharing

SOFTWARE

Unity
Visual Studio / VSCode
Git
SVN
AWS
Perforce
Pivotal

SKILLS

C#
Tools Programming
System Architecting
Shader Programming
Network programming
UML Diagrams
Rapid Prototyping

EDUCATION

Vancouver Film School
Game Design Diploma, 2016 - 2017

Prince of Wales Secondary
High School Diploma, 2010 - 2015

PASSIONS

Guitar
Piano
Juggling
Hobby Architecture
Overwatch