EOGHAN K. MULVENNA

Game Developer & Programmer

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PERSONAL PROFILE

Making games is something that I have always done and hopefully will always do. From growing up in Ireland creating playground games for my whole school, to high school in Edinburgh where I gained a passion for programming, to the present day in Dundee where developing games is both my career and one of my hobbies.

My main goal in life is to continue this journey, to keep learning and growing as a game developer by making fun, interesting and creative games.

SKILLS

- **Languages**: C#, C++.
- **Engines**: Unity, Unreal 4.
- **Source Control**: Git, Plastic.
- Data Oriented & Object Oriented Programming.
- Planning and Implementing Gameplay Features.
- Designing and Implementing Architecture and Systems.
- Leading Code Teams.
- Fast Learner of New Languages, Engines, Frameworks and Technologies.
- Can Work Well Collaboratively and Independently.
- Creative and Analytical Problem Solving.
- Working well in small and large multi-discipline teams.

EDUCATION

Abertay University

BSc(Hons) Computer Game Applications Development | 2/1
September 2014 - May 2018

At university I worked on a multitude of different projects both for course work and outside of class. The most notable of these that I still find relevant to this day covered topics such as:

- Gameplay, Graphics, Network and Tools Programming.
- Console Game Development (PS Vita & GameBoy Advanced)
- AI Techniques.
- VR & AR Games.
- Procedural Generation

The projects at university where I learnt the most was my honours project which investigated procedural generation of VR environments. I created an infinite procedural cave that could be explored in VR. This was done through a combination of Marching Cubes, 3D Cellular Automata and Simplex Noise.

PROFESSIONAL CAREER

Tag Games

Games Programmer | January 2020 - Present.

- At Tag I have worked in many different capacities on multiple projects including:
  - Leading the code team on a small project.
  - Directing multiple small and large prototyping efforts.
  - Having ownership of code features.
  - Helping define both code and production process for the project .
- My day to day involves working closely with all members of the development team from all departments, planning work for myself and others, participating closely with the design process as well as planning, prototyping and implementing code features.
- My time at Tag has given me the chance to work on many different kinds of games and allowed me to get experience working on a multitude of mechanics including:
  - Arcade style platforming.
  - Gun and ammo systems.
  - Strategic grid based combat.
  - Base building.
  - Team sport gameplay.
  - As well as non gameplay specific features such as ability authoring tooling, UI/UX implementation, save/load systems and much more.
- I am currently working on a large cross-platform MMORPG Strategy game that Tag is making in partnership with Scopely.
- Additionally I have owned the design of some features, writing design documentation for those features and working closely with the designers to iterate and further develop the design.

Orthrus Studios

Programmer | May 2019 - August 2019.
Juinor Programmer | June 2018 - May 2019.

- At Orthrus I worked on the Fantasy City-builder 'Distant Kingdoms' which was published by Kasedo. The game was released in early access in 2021.
- Over my time at Orthrus I was able to create a wide array of mechanics for the game including:
  - A freeform road system that supported procedural intersections
  - A Cellular Automata local avoidance crowd system.
  - A grid system for building placement and district painting.
  - Core city builder simulations such as: Resources, Jobs, Production, Immigration, Birth/Death.
  - Implemented UI elements and systems.
  - Helped create tools such as:
    - JSON generation for game data to speed up design iteration time.
    - Art material validation.
    - Large array of debug functionality for QA.
    - Tree painting tool for a custom terrain system.

ACCOMPLISHMENTS

- Dare Academy 2018 Finalist
- IGDA Community Choice Runner-up 2019
- 3rd Place IBM Business Challenge Semi-Final 2017
- Roleplaying Society: President (2018), Secretary (2017)

HOBBIES & INTERESTS

- Playing Games.
- Tabletop Roleplaying
- Game Jams
- Developing small games in my free time
- Playing Music (Bass, Synthesizer and Guitar)

REFERENCES AVAILABLE UPON REQUEST