


Shane McDermott

Game Developer

 <https://shane.games>

 contact@shane.games

 [GitHub.com/ShaneMcDermott](https://github.com/ShaneMcDermott)

 712.307.0427

Work Experience

Lead Game Developer

Quantum Cryptography Simulation Lab,
University of Nebraska-Omaha
Sep 2016 – Dec 2018

- Utilized C++ and Unreal Engine 4 to develop 4 single-player levels and 2 multiplayer levels for *QuaSim*, an educational game about quantum encryption.
- Engineered game systems to streamline the lesson module creation process utilizing DRY principles.
- Collaborated with graduate students to integrate adaptive content algorithms into game systems.
- Optimized *QuaSim* for low-end machines using Unreal Engine's performance and profiling tools.

Computer Science Teaching Assistant

University of Nebraska-Omaha
Jan 2015 – June 2016

- Improved students' understanding of object-oriented programming fundamentals in Java through lecture, demonstration, review sessions, and one-on-one guidance.
- Prepared, reviewed, and graded student assignments and examinations.

Tournament Organizer/Sales Associate

Critical Hit Games
Oct 2010 – Aug 2012

- Taught people how to play a wide variety of board and trading card games.
- Organized, officiated, and managed weekly tournaments with 50+ participants.

Education

University of Nebraska – Omaha

Bachelor of Science in Computer Science
Aug 2014 – Dec 2018

Coursework

Software Engineering, Artificial Intelligence, 2-D and 3-D Graphics, Game Programming and Design

Research Topics

Procedural City, Terrain, and Narrative Generation Techniques; Decision Modeling Architectures; Player Action Predictions using Q-Learning; Crowdsourcing Algorithm Feedback using Amazon Mechanical Turk

Skills

Languages

Java, C#, C++, C, JavaScript, Ruby, PHP, HTML, CSS, Inform 7, GML, Blueprints Visual Scripting

Frameworks

Unreal Engine 4, Unity3D, Inform, Node.js, Game Maker Studio, Laravel, Ruby on Rails

Tools & Platforms

Git, GitHub, Trello, Cloud9, Heroku, Dreamhost, SQLite, Unix Command Line, Amazon Mechanical Turk, Adobe Photoshop, Mixamo Fuse, Blender

Hobbies

Game Jams

Participant in several Game Jams, utilizing Unreal Engine 4 and Unity3D to develop games over the course of 72 hours.

Deck Design

Authored or mentioned in several *Magic: The Gathering* deck design articles.

Procedural Content Generation

Continuously experimenting with new approaches to procedurally generating content: maps, sprites, stories, etc.