

Cecil McRae

software engineer

Skills

- Proficient in C/C++, C#, Java, and Python languages
- Working knowledge of Lua, SQL, Visual Basic .NET, Actionscript, AJAX, Javascript, and 68k Assembly
- Experience working in IDEs such as Microsoft Visual Studio, Eclipse, and XCode
- Experience using source control such as Perforce, Subversion, and CVS
- Previously developed games in several engines/APIs
 - DirectX, Gamebryo, iTouch SDK, OpenGL, Panda 3D, Unity, Unreal Engine 3, Xbox XDK, and XNA
- Working knowledge of Doxygen, Incredibuild, Microsoft Office, Autodesk Maya, Adobe Photoshop, and Wwise

Experience

Personal Projects

- Created an artificial intelligence which could learn to navigate mazes
 - Implemented via an artificial neural network, genetic and evolutionary algorithms
- Enjoys solving computer programming problems on [Project Euler](#)

n-Space

Fall 2011 - Fall 2013

Orlando, Florida

- Responsible for artificial intelligence and gameplay programming across several titles
 - *Heroes of Ruin* (Nintendo 3DS), *Skylanders Giants* (Nintendo 3DS), *Unreleased Title* (Microsoft Xbox 360)
- Worked with several different cross-discipline teams to complete projects, including work with external developers

Blue Orb, Inc.

Fall 2010 - Fall 2011

Orlando, Florida

- Consultant and programmer on the C++ and C# layers in the development of [Joystix Pro](#)
 - C++ side, dll injection for in-game rendering; C# side, user interface and hooking to the C++ dll

Florida Interactive Entertainment Academy (FIEA)

Fall 2009 - Fall 2010

Orlando, Florida

- *Nine Lives 'Til Midnight* – an adventure game with a feline noir theme
 - Designed and developed game framework in Gamebryo using C++ and Lua
 - Implemented simple patrol system, place of interest preference, player feedback via 3D sound and UI billboards
- Developed five two-week games, two featured on the FIEA website (*enBloom*, *Dark Tower*)
- Co-developed a *Drop7* clone in OpenGL and ported to the Xbox
- Developed a C++ Game Engine
 - Data-driven and scriptable via XML
 - Multi-platform over DirectX 9, OpenGL, and Xbox

College of Business Administration at UCF

Fall 2005 - Fall 2009

Orlando, Florida

- Wrote code-behind for several web applications for use by the College of Business Administration (CBA) staff and students, and related console applications using VB.Net, SQL, AJAX, and other web technologies
 - Developed the CBA testing lab software, the COBA Pass system, file backup for the video streaming server, and the appointment software for Undergraduate Advising at CBA

Education

Florida Interactive Entertainment Academy, UCF

Graduated Fall 2010

Orlando, Florida

Master of Science in Interactive Entertainment, GPA: 3.92

University of Central Florida

Graduated Spring 2009

Orlando, Florida

Bachelor of Science in Computer Science, Cum Laude with Honors, GPA: 3.66