

CV  
Rory Donald McLean

**Name:** Rory Donald McLean

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**Linkedin:**

<https://www.linkedin.com/in/rory-mclean>

**Phone Number:** 07780 724584

**Portfolio Website:**

<http://www.rorydonaldmclean.com/>

## Skills:

### Languages:

C++, C#.

### Software/ Tools:

Unity Engine, Visual Studio.

Git/Github.

### Libraries/ API's:

C++ Standard Library, OpenGL, Box2D.

### Mic:

Leadership Roles.

## Education:

### Current:

Professional Masters In Game Development. At Abertay.

### University:

**Abertay University:**

**2013 – 2017:**

Computer Games Application Development BSc (hons) – 2:1

### College:

**The North Highland College UHI:**

**2011 – 2012**

HNC Computing

## Experience:

### BAFTA- Dungeons & Janitors:

#### Programmer

In association with BAFTA, I and a small team were tasked to create a 2D dungeon crawler game where you play as a Janitor who cleans up dungeons and avoids traps. The concept was a competition winner who won the chance to see their game concept realised by a professional team.

#### Roles:

##### **Programmer:**

- Gameplay Mechanics.
- Generalist.

### NCR – ON\$LAUGHT:

#### Project Leader, Programmer

During my Undergraduate, Computer Games Application Development I was tasked to work in a team "8Click Studios" to create a Cyber-Security game "ON\$LAUGHT" for NCR Corporation. The project went exceptionally well, leading me to get an A for my work and the team being able to show the game off at Dare to be Digital 2016.

#### Roles:

##### **Team Leader:**

- Motivated and guided team through the creation of a product.
- Facilitate problem solving and collaboration.
- Ensuring work was done on time and to a good quality.

##### **Programmer:**

- Gameplay mechanics.
- UI implementation.
- Game Balance.
- Generalist.

## CV

### Rory Donald McLean Cybernaut Games – MEGACORP: Programmer, Game Designer

I was part of a small Indie development team called “Cybernaut Games”. We were working on a spiritual continuation of the professional project called, “MEGACORP”. This project is no longer on going but was approved for Steam GreenLight and was also showcased at Dare to be Digital 2016.

#### Roles:

##### **Programmer:**

- Implementation of game mechanics.
- Working with a game engine and Upkeep/ management of code and game builds.

##### **Game Design:**

- Design of game mechanics and game features
- Ensure implementation of features work well within the game

### Basic Info:

Currently in my last term at Abertay University studying the Professional Masters In Game Development. Specialize in gameplay mechanics programming. More detail on my projects can be found on my LinkedIn page or my portfolio website.

### Interests:

- **Favourite Video genera's:** Stealth, RPG, Horror, Action Adventure.
- **Sports:** Abertay Society for Renaissance Martial Arts Society.
- **Writing:** Horror, Cyberpunk, High Fantasy.
- **Favourite Movies:** Pulp Fiction, The Thing, Indiana Jones, Star Wars.

### Referees:

#### **Lecturer/ Mentor:**

Dr Iain Donald  
Lecturer in Interactive Media Production.  
School of Arts, Media and Computer Games.  
University of Abertay Dundee.  
Tel: +44 (0)1382 308638.  
E-mail: i.donald@abertay.ac.uk.

#### **Previous Employer:**

Mr Neil Campbell.  
Head Chef and Manager.  
The Weigh Inn Hotel.  
Tel: 074960 10765.