

# Dean Angus

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## Education

- 2015 – 2016 **Higher National Certificate, Computer Games Development, West College**
- 2016 – 2020 **Bsc (Hons) Computer Games Technology, Abertay University, 2:1, 3.6GPA**
- 2020 – Present **MProf Games Development, Abertay University**

## Skills

- **Applied Mathematics:** Methods: Matrix calculations, Viewing transformations, Curves, Patches, Planes, Rays. Dynamics: Inertia tensor, General motion of a rigid body, Eigen values, Euler's equations, Kinematics, Momentum, Energy, Elasticity, Friction
- **Programming Languages:** C++ (4 years), C# (4 years)
- **Development Tools:** Visual Studio (2015-2019), Unity Game Engine (2017-Present)
- **API and Libraries:** DirectX 11, Open GL, Box2D, Sony Ps Vita Library

## Game Projects

- 2016 Saving Charles Rennie Mackintosh, Programmer and Producer (team of 5)** Single Player, third person platformer game
- Lead the design process from start to finish
  - Designed and programmed 6 optional playable characters
  - Designed and programmed 3 enemy characters
  - Designed and programmed audio system
- 2017 Tophat Terror, Programmer and Producer (team of 1)** Single Player, side scrolling run and repeat game
- Single developer game jam
  - Carried out all work in Design, Audio, Programming and Art
  - Designed and programmed shop system
  - Designed and programmed 5 enemies
  - Built everything from the ground up
- 2019 Zomboo, Programmer, Audio, Designer and Producer (team of 3)** Single Player, 2D puzzle game
- Lead process from start to finish
  - Designed and implemented all levels
  - Designed and implemented all scenes
  - Designed and programmed two controllable characters with different abilities
  - Created all assets in audio and design
- 2020 Aliens Help Humans, Programmer, Designer (team of 7)** Single Player, 2D puzzle game
- Designed and implemented 5 puzzle levels
  - Designed and programmed 3 mechanic-based alien characters
  - Designed and programmed user UFO system capable of deploying/abducting aliens
  - Designed and programmed menu systems from start to end
- 2020 The Devils Treasure, Programmer, Designer, Audio, Artist (team of 2)** Single Player, 2D puzzle game
- Team of 2 game jam
  - Carried out all work in programming, audio, design and producing.
  - 48-hour game jam with 8 puzzle levels
  - Designed and implemented 5 prefab tiles that could be painted onto any level
  - 10<sup>th</sup> place overall