

Damien McGrath

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OBJECTIVE

- Seeking a position as a Video Game Programmer

PROFILE

- Intelligent, analytical, insightful, able to learn quickly
- Self motivated individual with strong teamwork skills
- Excellent communication and interpersonal skills
- Friendly, reliable, punctual, responsible

TECHNICAL SKILLS

Programming Languages:	C and C++,C#, Objective-C ,Java, XHTML, JavaScript, Perl, SQL (Oracle, DB2, mySQL, MSSQL), MaxScript, Python
Engines	Gameloft Proprietary engine, Unity3D
Graphics API	OpenGL (1.4,2.0,3.0,3.2,4.1), DirectX (9,10), OpenGLES 2.0
Operating Systems:	Windows XP, Windows Vista, Windows 7, Linux and Unix, Mac OS X
Other	Microsoft Office (2007,2010), Vi Text Editor, Web Browsing, Microsoft Visio Microsoft Project, Visual Studio (2008,2010), XCode

EDUCATION

Computer Programming and Analysis (Co-op) Advanced Diploma
Seneca College Toronto

PORTFOLIO

A portfolio of my work can be viewed at www.damienmcgrath.com.

EXPERIENCE

Programmer

February 2012 - Present

Gameloft, Toronto

- Credited as Programmer in Texas Poker For Prizes and Uno and Friends
- Developed 7 updates for Uno and friends on top of developing for the original release
- Worked with lead designer to implement game-play features including: game-play, training systems, user interface and server back end
- Optimized memory, CPU and GPU usage for mobile devices
- Implemented client server systems used to communicate between Gameloft servers, custom game specific servers and the client device
- Created/maintained/upgraded game specific servers for multiple projects, that were used to communicate game-play logic and state between multiple devices to allow for a multiplayer gameplay experience
- Integrated libraries as well as code from other programmers into the main project
- Implemented texture manager that directly loaded textures into memory using OpenGLES in order to work around memory management issues in earlier versions of Unity3D

Programmer

Gameloft, Toronto

Continued

- Helped implement user analytics and tracking
- Communicated with Gameloft library/online functionality teams in order to report bugs or to request new server/client side functionality
- Assisted porting teams to implement functionality/fixes in order to have them provide the best port of our games possible
- Reviewed customer complaints and resolved customer issues by either providing an explanation to our customer care department or by implementing a fix if the issue required a client/server fix
- Monitored emails remotely during non-work hours to ensure a quick resolution to any issues that may occur in the released product
- Required to be on call and able to work remotely in order to resolve server side issues that may occur
- Ensured that the number of disconnections and server side errors do not exceed a certain threshold and that server downtime is minimized as much as possible

Analyst-Programmer

UniPrint, Etobicoke

July 2011 - February 2012

- Liaison with UniPrint Affiliates as well as other UniPrint departments by way of conference call or on/off site meetings
- Created a program in C++ that backs up registry entries, files and other configuration options from the UniPrint software and allows them to be restored over a fresh install of the program and/or converts them from the previous version's format to the newest version's format. This makes the software more reliable, portable and allows customers to convert to the newest version of the UniPrint software more easily.
- Maintained and upgraded the company databases for customers, resellers/distributors and staff ensuring to maintain data integrity and accessibility
- Implemented lead management solution as per request of the Sales Manager in half a day saving the company approximately \$10K in consultant fees
- Succeeded in creating an SNMP module to retrieve printer data such as paper or toner levels from any printer connected to the print server (the Manager that had assigned the task had been previously told that it could not be done)
- Stepped in to assume the responsibilities of Web Designer upon the departure of the previous incumbent as I was the most qualified to fill the position
- Mentored/supervised an intern enrolled in a computer programming college diploma, to be of assistance to me with my increased workload

Student Helpdesk Agent

Seneca College, Markham

January 2009 - December 2010

- Assisted students with technical difficulties and academic inquiries: over the phone, by email and in person.
- Fixed and maintained the computer hardware in the computer labs
- Completed assigned projects on time and to the supplied specifications
- Ensured Seneca College's acceptable use policy and lab usage policy was followed by students