Ewan Pandelus

Games Programmer

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Portfolio Website
LinkedIn

An ambitious and enthusiastic programmer based in the United Kingdom. I received a degree in Computing Science from The University of Glasgow, followed by a postgraduate degree in Computer Games Technology at Abertay University. Since then I have embarked on a career as a Software Engineer in the games industry.

Climax Studios | Associate Programmer
May 2024 - Present, 83 Princes Street, Edinburgh, EH2 2ER

My role has been that of a general programmer, tackling UI, gameplay, and bug-fixing tasks.

The Multiplayer Group | Associate Software Engineer
Nov 2022 - May 2024, Heathcote Building, Heathcoat St, Nottingham NG1 3AA

Developing UI and gameplay systems. Using Unreal 5, C++ and a client-server network architecture.

I started off working on internal projects, creating prototypes for game pitches/concepts. My role was focused on gameplay and UI.

I was then seconded to Improbable, on their Virtual Ballpark project. Here I was a gameplay engineer, working on networked gameplay and UI. After this project was completed I moved into an engine programmer role, where I was extending and maintaining their custom engine. Their engine is a modified version of Unreal Engine 5. This included the development of new engine features/systems as well as bug-fixing. The engine was used to build large-scale 3D networked Metaverse events which thousands of people can attend simultaneously.

In my final few months at MPG, I was working on an unannounced project as a UI Programmer. The project was a multiplayer game built in Unreal.

Education

Abertay University | Computer Games Technology MSc | Merit
Sep 21 - Sep 22, Dundee, DD1 1HG

The University of Glasgow | Computing Science Bsc (Hons) | First Class
Sep 17 - May 21, Glasgow, G12 8QQ

Skills

- Experienced in C# (3+ years)
- Unity (3+ years)
- Demonstrable Experience with C++ (3+ years)
- Source Control (GitHub/Perforce)
- Excellent Problem-Solving
- Visual Studio 2022

- Strong 3D Maths Skills
- Solid understanding of programming design
- patterns
- Multiplayer Development
- Gameplay Programming
- Debugging
- UI programming (in Unity, ImGui & Unreal UMG)

- Skilled in Code Architecture
- Comprehension of Code Performance Considerations
- Documentation
- Game Engine Development
- Code Reviews
- Jira

References

Available on request