

Morgan McGovern

Plymouth

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Personal statement

Games Development graduate specialising in gameplay programming, with strong experience building systems in C++ (OpenGL) and C# (Unity).

I have developed multiple projects including custom 3D engines, gameplay systems, and real-time rendering features, with a particular focus on scalable architecture and interactive systems.

I am particularly interested in gameplay programming roles where I can design and implement core mechanics, AI systems, and player-focused features while continuing to develop my technical expertise.

Key Skills

- Gameplay Systems Development (Unity & C++)
- Object-Oriented Programming & System Design
- Debugging and Performance Optimisation
- AI Behaviour & Game Logic Implementation
- Version Control (Git & GitHub)

Technical Skills

- Languages: C++, C#, and Python (basic)
- Engines/Frameworks: Unity, OpenGL (GLSL, rendering pipelines, shaders)
- Tools: Git, GitHub, Visual Studio, Blender
- Areas of Interest: Gameplay Programming, AI Systems, Game Architecture, Rendering Techniques

Education

Corby Business Academy

(2011-2016)

Tresham College Corby
(2019-2021)

University of Plymouth
(2021- 2026)

Projects

OpenGL Voxel Terrain Engine

- Developed a procedural voxel terrain engine in C++ using OpenGL
- Implemented chunk-based world streaming and terrain generation
- Built real-time lighting and shadow mapping systems
- Designed gameplay interaction systems including raycasting

Stylized OpenGL Arena Game

- Developed a real-time gameplay scene with combat and AI systems
- Implemented toon shading, shadow mapping, and post-processing
- Designed a multi-pass rendering pipeline

Zombie Survival FPS (Unity)

- Built a wave-based FPS system with enemy scaling and progression
- Implemented combat mechanics including recoil and fire modes
- Designed resource management systems and UI feedback

Work Experience

Quest Employment

March 2018 – May 2019

Office Admin - Key Responsibilities:

- Supported transition to CRM database system
- Suggested improvements to system usability and workflow

McColls Retail Group

May 2019 – September 2020

Store Colleague – Key Responsibilities:

- Delivered customer service in a fast-paced retail environment
- Managed stock, deliveries, and inventory organisation
- Maintained shop floor standards and supported daily operations

Asda Stores Limited

October 2020 – December 2020

Store Colleague – Key Responsibilities:

- Provided customer service and handled transactions accurately
- Assisted with stock management and replenishment
- Maintained store organisation and health & safety standards

Lac Les Pins (France)

**December 2020 – Present
(Seasonal)**

Fishing Lake Assistant - Key Responsibilities:

- Operated machinery and vehicles for site maintenance
- Supported daily operations including customer interaction and food service
- Assisted with stock management and site upkeep

References

Available upon request.