

Mark McAteer

markjmcateer@gmail.com | (415) 215-0548

Linkedin: <https://www.linkedin.com/in/markmcateer/>

Portfolio: <https://markmcateer.github.io/Portfolio/>

EDUCATION

University of California, Santa Cruz

July 2024

Bachelor of Science (B.S) Computer Science: Game Design

PROJECTS

Archipelago: <https://store.steampowered.com/app/2952580/Archipelago/>

January 2024 - March 2024

- Co-developed "Archipelago," a fast-paced rogue-lite game in Unreal Engine 5. Focused on combat programming, level design, and creating challenging enemy encounters for players navigating floating islands.
- Contributed to enhancing player interaction and game mechanics. Final version released for Windows, Mac, and Linux, showcasing dynamic movement and combat.

Evocation: <https://markmcateer.github.io/Portfolio/recog.html>

June 2023

- Developed "Evocation," a 2D platformer where players navigate through two realities, switching between them to reveal platforms. Managed audio, scene transitions, and UI design to enhance gameplay experience.
- Contributed to world creation, ensuring seamless integration of dual realities and interactive environments. Enhanced player engagement through immersive audio and intuitive UI elements.
- My responsibilities included handling audio, scene management, UI design, and partial world creation.

Pacman: <https://markmcateer.github.io/Portfolio/pacman.html>

September 2023 - November 2023

- Implemented search algorithms (DFS, BFS, UCS, A*) and advanced AI strategies (minimax, expectimax, alpha-beta pruning) for a Berkely based course at UCSC
- Designed game-playing agents and applied reinforcement learning (value iteration, Q-learning) for dynamic pathfinding and decision-making, enhancing agent performance in uncertain environments

SKILLS

C | C# | C++ | Python | Git | Unix | Linux | Unity | Unreal Engine

WORK EXPERIENCE

The Sun-Reporter Publishing Company

June 2024 - July 2024

Intern

San Francisco, CA

- Researched and wrote engaging articles on assigned topics for exclusive digital publication, ensuring content optimization and platform relevance.

UCSC Dining

January 2023 – June 2024

Dining Hall Worker

Santa Cruz, CA

- Pursue college curriculum and manage two 8-hour weekly shifts, skillfully balancing tasks such as dishwashing, serving, cashiering, and cleaning, showcasing effective time management and multitasking abilities.