



Madeline McDougall

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<https://maddimcdougall.wixsite.com/portfolio/>

Summary

Hard working game designer skilled in multiple areas of game design, production, and documentation. Commended by Sheridan faculty for excellent understanding of game systems. Highly developed teamwork and collaboration skills through three years in recreation industry and three years in game design.

Education

Sheridan College – Bachelor of Game Design – 2015 – 2019

Oakville, ON

Applied Game Programming and Scripting – Prototype Game “Chicken Scratch”

Chicken Scratch is a 2-player co-op/competitive game where players (as chickens) grow as much produce as they can within the time constraint. The plants grow over time, produce fruit, and die, and their lifetime and growth are determined by temperature and water levels in the soil.

- ❖ Designed and constructed several numerical systems to simulate realistic plant growth
- ❖ Created, implemented, and balanced different plants based off of the plant system
- ❖ Tested and iterated on the systems’ designs to produce the most enjoyable experience
- ❖ Designed and organized systems using pen and paper, whiteboards, and Excel sheets
- ❖ Communicated to teammates regarding design, purpose, and level of completion of the systems

3D Level Design and Environment Development

Used on multiple projects, including several personal projects.

- ❖ Created and regularly updated level design document detailing narrative, references, diagrams, metrics, and layouts

Experience

Centre Wellington Community Sportsplex – Sept 2012 – 2015

Fergus, ON

Lifeguard and Water Safety Instructor

- ❖ Worked with guarding team to oversee the safety and well-being of patrons at all times
- ❖ Commended by several parents for being a friendly and responsible swimming instructor

Skills

Tools: Photoshop, Blender, zBrush, Maya, Unity, C Sharp