

CHARLES MCGREGOR

GAME DEVELOPER



PROFILE

A developer with a multidisciplinary background ranging from programming to music to art. I create connections across different teams. With experience in a variety of platforms including PC, console, mobile and XR, I provide insights into a scope of topics including gameplay, controls, and UI/UX.

CONTACT



Twin Cities, MN

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EDUCATION

University of Minnesota Duluth

May 2018 | Bachelor of Arts

Major: Computer Science

Minor: Art

AWARDS

ID@Xbox Partnered Developer

Tom's Guide: Best of E3 Recipient

The Game Awards - Innovation in Accessibility Nominee

Student Television Award Finalist - Editing (Composer)

SKILLS

Unity | C# | C++ | CSS | HTML | BASIC | Porting | UI | Console, PC, XR, & Mobile Development | Optimization | Illustrator | Photoshop | FL Studio | Blender



PORTFOLIO

WORK EXPERIENCE

DEC 2009 - ● **TRIBE GAMES**

PRESENT

FOUNDER

- Designed games using the Unity engine
- Produced various art & music assets used in all games
- Published games to various platforms including PC, Xbox, and Mobile

JAN 2023 - ● **FIREFLY VR**

PRESENT

VISUAL EFFECTS ARTIST

- Added immersive effects to further enhance the virtual reality experience for first time users
- Constructed shaders used within the project to drive the visual direction
- Polished and improved effects while ensuring performance on VR devices

SEP 2020 - ● **WE'RE FIVE GAMES**

MAY 2023

SENIOR DEVELOPER

- Implemented UI overhaul and functionality in collaboration with artists across various projects
- Directed rework of controller management ranging from general support to keyboard/controller rebinding
- Built multiple internal tools that was used by designers, programmers, and artists throughout development

MAY 2018 - ● **GLITCH**

APR 2020

LEAD DEVELOPER

- Coded in C# using the Unity engine
- Worked on various contract work including work with PBS, Minneapolis Institute of Art, and UofM Twin Cities
- Led development team on various projects

SEP 2016 - ● **SIMULATION AND INTERACTION IN VIRTUAL ENVIRONMENTS**

MAY 2018

APPLICATION DEVELOPER

- Researched into Human-Computer Interaction (HCI) through virtual reality (VR) and augmented reality (AR)
- Collaborated on published study about effects of memory across various HCI environments
- Assisted graduate students in various thesis topics relating to VR and AR in the Unity Game engine

SELECTED PROJECTS

FireFly VR (TBD) | FireFly VR

HyperDot (2020) | Tribe Games

Totally Reliable Delivery Service (2020) | We're Five Games

Hero Elementary: Operation Investigation (2020) | GLITCH & PBS

Riddle Mia This (2018) | GLITCH & U of M

CHROMA (2016) | GLITCH, Tribe Games, & Minnesota Orchestra

References Available Upon Request