


PRESTON GRAU

GAMEPLAY PROGRAMMER

CONTACT

 preston.grau@gmail.com

 615-480-8095

 prestongrau.com

 linkedin.com/in/prestongrau

 github.com/Preston13

EDUCATION

**GAME DEVELOPMENT MAJOR,
BACHELOR OF SCIENCE**

Lipscomb University
Nashville, TN

SKILLS

- **Programming Languages:** C++, C# .NET, PowerOn, JavaScript, Java, Python
- **Software/Tools:** Unreal Engine 4&5, Unity, Visual Studio, Azure, AWS, Git, Perforce
- **APIs:** OpenGL, Wwise, Microsoft Graph, Cherwell
- **Soft Skills:** Communication, requirements gathering, documentation

EXPERIENCE

ASCEND FEDERAL CREDIT UNION

SOFTWARE DEVELOPER | MARCH 2022 - PRESENT

- Designing, implementing, and maintaining **self-contained features, automations, and tools** in C++ and C#
- **Optimizes run-time performance** of applications using **multi-threading** and improving an application's run-time by 98%
- Designing functional **UX** for applications and tools
- **Building and maintaining** an application to ensure more efficient monitoring of 1st and 3rd party apps
- **Mentoring** junior developers and responding to **feedback** from senior team members while **updating** them on **task status**

APPLICATION ANALYST | FEB 2021 - MARCH 2022

- Writes **readable, functional** code in PowerOn, C#, and JavaScript
- Uses **Git** for **source control**

TECHNOLOGYADVICE

SOFTWARE ENGINEER CONTRACTOR | NOV 2019 - MAY 2020

- **Debugged and maintained large, legacy codebase** to **improve performance and memory usage** in **JavaScript** and **PHP**
- Wrote **automated unit and integration tests**

TRAEGA ENTERTAINMENT

GAME PROGRAMMING INTERN | AUG 2018 - JAN 2019

- Worked with **multidisciplinary game development** team to quickly iterate through various prototypes
- **Implemented tools in Unreal Engine** to improve development time
- Used **Perforce** for source control
- Implemented **character and camera controls** and gameplay systems in **Blueprints** and **C++**
- **Converted Blueprints to C++** in Unreal Engine

MOST RECENT GAME PROJECTS

- Online co-op adventure puzzle game made in Unreal Engine 5 with C++
 - Created customizable puzzle system for making progress in game
 - Developed tool for easy creation of moving platforms
 - Used the Gameplay Ability System to activate a gameplay effect
- Fast-paced isometric collecting game in Unreal Engine 5 with a team of 4
 - Configured camera and character controls for solid isometric feel
 - Created easily customizable powerups for new gameplay experiences

INTERESTS



Travel



Cooking



My Dog



Hollow
Knight



Zelda



D&D