

# DARRAGH MCCONVILLE

## GAME ENGINE DEVELOPER

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### ABOUT ME

I am a game and engine programmer who prioritizes safety and efficiency. I work in C++ and Zig and have been working on my own engine for the past year building it up from scratch with minimal dependencies. I have experience working on projects related to graphics, physics, math, and input handling, all made modular to be compatible with other projects. In addition to programming, I also create 3D models and scenes in Blender so I can approach game design problems from both a programming and artistic perspective.

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### PROJECTS

#### C++ Math Library

- Created a math library from scratch with functional design.
- Incorporates concepts from linear algebra, calculus, and statistics.
- Custom structs for vectors, matrices, quaternions, complexes, and transforms.

#### Zig Game Engine Build Library

- Modular build library for game engines.
- Allows users to choose between dependency options and enable or disable modules.
- Allows users to run or export with their chosen module settings.

#### Zig Input Handler

- Input handler created with SDL3.
  - Can detect mouse, keyboard, and controller inputs.
  - Allows remapping of inputs.
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### SKILLS

#### Programming Languages:

- Zig, C++, C#, Lua.

#### Graphics and Libraries:

- OpenGL, Vulkan, SDL3, GLSLang, Assimp.

#### Engine and System Architecture:

- ECS, Rendering Pipelines, Build Systems.

#### 3D Tools:

- Blender, Substance Painter, Unity, Godot
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### EDUCATION

#### Associate in Applied Science, Integrated Technology

- Graduated May 2026 with Honors.
- Finished with a 3.95 GPA.