# Daniel Allott

5 Hope Street, Glossop, SK13 7SB

07419117333

daniel@llott.co.uk

www.daniellallott.com

## Skills

| | | | |
|---|---|---|---|
| C# - 6 year | C++ - 1 year | Javascript & HTML - 6 months | Java - 6 months |
| Unity - 4 years | Visual studio - 6 years | | A-frame - 3 months |
| VR Development - 1 year | Various office suites - 10+ years | | |

## Education

### University of Nottingham                                    2018 - 2019

MSC computer science.

Pass with merit 67%.

Dissertation project grade 74%.

Final year project on virtual reality visualisation of phylogenetic trees.

Modules including: Advanced Algorithms and Data Structures, Design Ethnography, Mixed Reality Technology, Linear and Discrete optimization, Games.

### University of Hull                                    2015 - 2018

BSC computer science.

Upper second class honours.

Final year project on board game simulation and optimization.

Modules including: Artificial Intelligence, Simulation and 3D Graphics, Networking,  Games Architecture, and Machine Learning.

### Ashton sixth form college                                    2013 - 2015

A-levels in: Mathematics B, Computer science C, Physics C.
AS-level in: Further Maths D.

### Glossopdale                                    2007 - 2013

GCSE: A* A A A B B C C C

## Project work

**Virtual reality visualisation of phylogenetic trees**
Final year project for Nottingham MSC. A phylogenetic tree is a hierarchical graph used to represent evolutionary relationships between organisms. The project aimed to innovate phylogenetic tree visualisation's by using a number of different techniques. Most notably the use of 3D, VR, sphere coordinates, and hyperbolic space.

**Games and Game-Jams**
Regular game-jam entrant. Two time winner of the Hull University game-jam Three Thing Game, one time as the sole programmer (for examples see website). Multiple small experimental game projects in a variety of genres and utilizing a variety of techniques.

**C++ Projects**
A number of C++ projects with a couple of major projects. A C++ program than simulated and could solve sudoku problems utilising a basic unique candidate technique. In addition I optimized a hash table system in C++ in order to better understand the data structure.

## Miscellaneous experience

**Drivers licence**
Full clean drivers licence.

**Board Games society**
Treasurer for the Hull Board Game Society for two years. Handled finances and ran events for a membership of 80 plus.

**Charity shop**
Volunteered at a charity shop for greyhound rescue. Handled the till, bank transfers, pricing and managed stock.