

Daniel Allott

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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.

Final grade to be finalised (Dissertation project 72%).

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 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 that 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.