**David Hesketh**

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**Personal Statement**

Intelligent, adaptable fourth year student at Glasgow Caledonian University. Six years’ experience working in my family owned vets as a clerical assistant. Extensive programming experience in C++ and C#, Developing games and phone apps using visual studio integrated development environment and the Unity3D game engine. Experience with JavaScript and Visual Basic, in the development of academic and personal projects in the past year. I have additional experience working with CSS and HTML in an academic context for the creation of a hybrid mobile game making use of android studio.

**Education**

2014 to present

BSc with 2:1 Honours: Computer Games (Software Development), Glasgow Caledonian University Graduating 04/07/2018.

2008 – 14

Advanced Highers: Computing(C)

Highers: Computing (B), Mathematics (B), English (B), Modern Studies (C), Physics (D)

**Relevant Skills**

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| PC Software Development: | Lead developer of Bright Void, a mobile coopetitive available on Google Play. Extensive knowledge and experience with the Unity3D Game Development Engine, from the creation of full 3D first person shooters to 2D platformers to a development project modelled after Minecraft. I have minor experience with Unreal Game Development Engine in a game jam context. I have a working knowledge of C++ and the development of apps in the visual studio integrated development environment. This has been through the use of OpenGL and GLU libraries. These were used specifically in the development of a games engine for games programming and graphics programming modules in my course. |
| Android Studio (Mobile Software Development): | I also have a strong knowledge of android development studio, specifically with the use of JavaScript and Java for the development of a 2D wave-based shooter made in the style of the classic game, “Duck Hunt” (written in JavaScript) which makes use of HTML and CSS. I have also developed for a university project an XML parsing app for use on the Traffic-Scotland website (written in Java), which makes use of Android Studio development techniques. |
| Networking: | Developed a high level of competency working with networking software in the Unity Game Engine. I have developed the previously mentioned Bright Void which makes use of the Photon Networking Framework. I worked with the Unity master server for the development of my Minecraft-Inspired development Project. To gain knowledge of SQL servers and development in a corporate workplace, I took initiative in my current position to do additional hours in the development department of Arvato financial solutions where I received SQL and .Net training to properly process database command. |
| Team-work: | My university course and current employment has required team-based work with a variety of individuals of different skill sets, levels of experience and cultural backgrounds. As a result, I can take direction effectively and voice opinions in a respectful and coherent manner and when necessary give direction to those who require it. |
| Communication  Skills: | Developed working in Arvato Financial Solutions over the past three years as a collections agent. In this capacity I have been working in the financial sector to collect outstanding debt and aid in dispute resolution where disputes arise. These skills have enhanced my ability to effectively communicate with those who may not have English as a first language or who may require explicit or careful explanation of complicated concepts. |

**Relevant Work Experience**

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| 01/06/2015 – Current: | Part Time Collections Agent at Arvato Financial Solutions, working to target based collections and ensuring high quality of call through regular call monitoring and quality assurance training. Have been provided training in use of Eon Energy's ICE and Collect systems and the Caseflow Collections recording system. |
| June 2012 – Current: | Work experience as a clerical assistant, this has taught several skills such as to balance a till, how to take payments politely and quickly and how to do basic date-based filing in both digital and hard copy. |
| Summer 2013: | I worked in the global business Exterity designing and implementing long-term and short-term tests for their IPTV systems. I learned quickly how their systems operated and carried out all responsibilities in an efficient and timely manner. |

**Achievements and Interests**

* Finalist in the Ford Smart Mobility Challenge and winner of one thousand euros, for the design concept "E.C.O Saviour"
* Completed the Engineering Visions Intensive Program 2017 in Trollhattan Sweden
* Lead Developer of Bright Void (available: https://play.google.com/store/apps/details?id=com.BrightVoidTeam.BrightVoid)
* Developing a competitive fighting game to encourage accessibility in gaming for the blind.