

# Craig Brennan

Athlone, County Westmeath, Ireland

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## Software Developer

### QUALIFICATION & EXPERIENCE SUMMARY

Results-driven Software Developer with a Bachelor of Science Degree (Hons) in Software Design for Virtual Reality and Gaming Technology. Skilled in Java, C++, Python (ArcPy), and SQL, with a strong background in asset management systems and game development. Passionate about problem-solving, optimising workflows, and delivering innovative software solutions. Thrives in dynamic and fast-paced environments, with a proven ability to collaborate effectively within cross-functional teams, adapt to new technologies quickly, and drive projects to successful completion. Adept at delivering creative solutions and committed to continuous learning.

### KEY SKILLS

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|----------------------|---------------------------|-------------------------|
| ➤ Problem Solving    | ➤ Excellent Communication | ➤ Reliable & Adaptable  |
| ➤ Team Collaboration | ➤ React                   | ➤ Enthusiastic & Driven |
| ➤ Python             | ➤ Java                    | ➤ SQL                   |
| ➤ Unity              | ➤ C#                      | ➤ C++                   |

### EDUCATION

**BSc (Hons) Software Design with Virtual Reality and Gaming**  
Technological University of the Shannon

2019 - 2023  
Athlone, Co. Westmeath

**Final Year Thesis:** Conducted an in-depth research study on the impact of haptic feedback on immersive VR experiences.

### RELEVANT PROFESSIONAL EXPERIENCE

**Junior Design Developer**  
Secto Services

May 2023 – August 2024  
Athlone, Co. Westmeath

- Designed and developed a high-performance, SQL-based asset management system that significantly improved stock tracking, increasing operational efficiency by 100%.
- Automated ArcGIS workflows using ArcPy, reducing manual processing time and improving data accuracy for GIS-related tasks.
- Created and refined training materials and technical documentation to enhance user accessibility, ensuring seamless adoption and usage of company-wide software solutions.

- Delivered interactive and engaging English lessons to a diverse range of students, tailoring teaching methods to cater to different learning styles and proficiency levels.
- Designed and implemented creative activities that encouraged students to practice language skills, boosting their confidence in communication.
- Developed and applied classroom management strategies to foster a positive and effective learning environment, ensuring maximum student engagement.
- Contributed to the organisation of workshops and extracurricular activities, promoting cross-cultural understanding and collaborative learning.

## SKILLS SUMMARY

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- **Programming Languages:** Highly proficient in Java, C++, Python, and C#, with hands-on experience developing robust and scalable applications.
- **Database Management:** Strong knowledge of SQL, with expertise in designing, optimising, and maintaining complex database systems.
- **GIS & Automation:** Skilled in ArcGIS and ArcPy, automating mapping workflows and data visualisation to improve accuracy and reduce manual workload.
- **Problem-Solving:** Excellent analytical skills, enabling efficient resolution of complex software issues.
- **Collaboration & Teamwork:** Adept at working in cross-functional teams, contributing effectively to project discussions, brainstorming sessions, and development workflows.
- **Adaptability & Learning:** Quick to grasp and implement new technologies, frameworks, and industry best practices to stay at the forefront of software development.
- **Communication:** Strong ability to convey technical concepts to both technical and non-technical stakeholders, ensuring clear understanding and collaboration.

## PROJECTS

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### Asset Management Systems Development

- Designed, developed, and implemented a scalable SQL-based inventory tracking system for Secto Services, resulting in a 100% improvement in stock management efficiency.

### ArcGIS Automation

- Developed automated mapping scripts using Python and ArcPy to streamline workflows, reducing manual effort by 50% while significantly improving data precision.

## CERTIFICATIONS & AWARDS

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- **Runner-Up:** Best Final Year Project Presentation, awarded for outstanding research and development in immersive VR technology.
- **TEFL Certification:** Certified to teach English as a foreign language, demonstrating strong communication and leadership skills.

Excellent references available on request