CIAN MORIARTY

COMPUTER SCIENCE STUDENT

I'm a bilingual student that is passionate about Game Development and Software Engineering, currently applying for positions in either field. Looking for the best opportunity to improve my skills and expand my knowledge.

PROJECTS

Artificial Intelligence Dissertation Project (ongoing) The primary aim of this project is to accurately simulate the behaviour of two swarms in a 3D environment as demonstrated in nature

So far:

Video Demo

- Discussed and experimented with different AI approaches to modelling the behaviour of autonomous agents in a swarm based on scholarly articles and research of experts in the field.
- Implemented one swarm interacting with obstacles in a 3D Unity environment and attached a 3rd person camera.

Ruby on Rails

Github

Original repository must remain Private Fullstack Development on a Ruby on Rails web application. Working on this project gave me a rich insight into a real client-developer relationship, which included the following:

- Worked with a client as part of an Agile team of 5 to produce a web application for registering NEF attendants.
- Generated custom QR codes and implemented a JavaScript QR code reader that updated an SQL database.
- Worked to a signed requirements document and delivered a complete application to a deadline while maintaining regular communication with the client.
- Tested form inputs (login, registration etc.) and CRUD using RSpec and Capybara.

OpenGL

Programmed an animated snowman within a 3D environment using JOGL.

<u>Github</u> Video Demo

- Rendered textures, specular maps, shaders, and lighting.
- Added multiple animations to manipulate the snowman and background.
- Implemented a User Interface using Swing.

Unity2D Game (C#)

Video Demo

Github

Programmed a game in which you control a spaceship and have to fire back the corresponding bullets based on what's approaching.

- Handled bullet physics.
- Animated game objects.
- Created a User Interface for Start and Pause Menus.

EDUCATION

University

University of Sheffield - BSc Computer Science

Completed modules including: Automata and Complexity, Logical Reasoning, Algorithms, Data Driven Computing, and Robotics.

Secondary School

Ysgol Gyfun Gymraeg Glantaf

A levels - Maths (A), Further Maths (B), Physics (B), Welsh Baccalaureate (Pass)

CONTACT

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GitHub

https://github.com/CianMoriarty99

Portfolio:

https://cianmoriarty99.github.ic

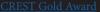
SKILLS

C# PureData
Java SQL
Haskell Agile
Python Methodologies

JavaScript Unit Tests
C++ Version Control
OpenGI Linux

OpenGL Linux Ruby on Rails Animation CSS/SASS

AWARDS



On a small team across 7 months we were tasked with designing an innovative solution for sustainable and eco friendly suburb streets.

- Worked closely alongside AECOM during the project, discussing the feasibility of our potential solutions.
- Pitched our final solution to judges (experts in related fields) against participants from schools across Wales.
- Finalists for 7 awards on presentation day, and received a CREST Gold Award for our efforts.

Pitch for Funding"

Worked on a week long project in a group of 5 to design a solution that improves the safety of rural roads. Received the award for "Best Pitch For Funding" against 7 other groups

HOBBIES

Hackathons - HackSheffield 3,4, and 5, HackNotts2019

Health and Fitness

Participating in and organising NSE Esports University Tournaments

References available upon request

