

Ciaran Murtagh

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About me

I am an Augmented and Virtual Reality Graduate with unique approaches to solving problems. I Always try to seek opportunities to improve current skills while developing new ones.

SKILLS PROFILE

Communication:

Accustomed to delivering Presentations to convey my ideas to both lecturers and classmates.

Problem Solving:

Experience in overcoming problems in the unique landscape of Virtual and Augmented reality.

Teamwork:

Formed formidable team working skills through multiple group assignments done in college and through multiple game jams I have took part in.

EDUCATION

BSC Augmented and Virtual Reality (QQI Level 8)
Dundalk Institute of Technology. 2020 – 2024

Grade: Second class honours Grade one

Key Modules

- 3D modelling and Animation
- Design and Prototype
- UX Design
- Immersive Design
- Collaborative Project
- Programming for Immersive Environments
- Sound Design
- Human Factors in Design
- Algorithms and Data structures

INTERESTS & ACHIEVEMENTS

Create bold themes (Catastroid).

<https://itch.io/jam/cbt-game-jam/rate/1430788>

The Path of The Developer (binks Adventure).

<https://itch.io/jam/the-path-of-the-developer/rate/912166>

College Class representative 2022-2023

TECHNICAL SKILLS

Programming

C++, SQL, C#, HTML, Python, IOT

Software Tools

Unreal Engine, Unity, Maya, Blender, Reaper, Fmod, Aframe

Collaboration

Familiar with GitHub, SourceTree, Microsoft teams, Trello, scrum wise

Self-Taught

Photoshop, Krita, Da Vinci Resolve

Key Projects

TELLUS

For my final year project my team and I created a virtual reality game set on a space station where you had to complete tasks to repair the space station to save the children onboard.

- Built the environment to be more engaging to the player.
- Created the player model and animations related to it with a human factor approach.
- Developed and modelled designs with a story focused approach.

Mahara Link

<https://mahara.dkit.ie/view/view.php?id=122360>

CA2 VR Interactive Game

In this project my group and I made a Virtual reality experience that focused on creative ways to show interaction in VR. Each member of the group made their own level in the game in which the level I created was the second level you encounter in the game.

- Created the models used in the level.
- Implemented, evaluated, and improved code in the level.
- Collaborated with teammates using GitHub to work on multiple aspects of the project.

Experience

Work experience: Workeye UX Designer

Jan 2023 – Jun 2023

- Research competitors to find what worked in the industry and how to improve upon it.

Sales Assistant: Mr Price Branded Bargains

Nov 2022 – current

