Declan Cross

Education

2024 - present   <u>Manchester Metropolitan University</u>
MSc in Computer Games Development

2021 - 2024   <u>University of Liverpool</u>
BSc Hons in Computer Science – (First Class Honours)

2019 - 2021   <u>Runshaw College, Leyland, Lancashire</u>
A-Levels - Computer Science (A), Physics (A), Mathematics (B)

2014 - 2019   <u>Southlands High School, Chorley, Lancashire</u>
GCSEs - Computer Science (8), Physics (8), Mathematics (7), English Literature (7), Music (7), English Language (6), French (6), Chemistry (6), Biology (6)

Work Experience

December 2022   <u>vTime – QA Tester</u>

- Participated in a QA testing opportunity at a local company, where I gained insight into the Virtual Reality game development process.
- Was able to provide constructive criticisms and highlight key bugs within the game, as well as offer constructive solutions to resolve this.
- This experience demonstrated the skills I have developed within university and my free time regarding game development and my problem-solving skills as a result of my passion for this aspect of computer science.

August 2022   <u>University Ambassador</u>

- Fielded questions from potential students, providing detailed and informative responses promptly, requiring proactive and positive engagement.
- Upheld the professional values of the University of Liverpool, hosting tours of the campus requiring public speaking confidence and articulate presentation.

Employment History

November 2021 – Present   <u>Part-Time Musician</u>

- Working alongside promoters to arrange events at venues across the UK, requiring high-level management and organisational skills.
- Managing income for the bands and ensuring the appropriate venue hire, demonstrating the ability to communicate effectively with event managers and good financial management,
- Promoting events through social media and answering enquiries, communicating with customers, and creating engaging marketing content,

June 2018 – September 2021   <u>Private Valet for MDC Autos, Chorley</u>

- Gaining timekeeping skills and the ability to work in pressured situations, working efficiently within a team to ensure jobs required to be done are effectively achieved.
- Took on supervisory duties, improving vital communication and managerial skills to aid new employees undergoing their training, ensuring the high standards of the company are met.

Voluntary Work

2017-2018 – Peer Mentor at The Hilton Table Tennis Centre

- Help co-ordinate targeted training exercises for the under 18 club members.
- Assist where possible to provide personal coaching to members throughout sessions.

Achievements and Additional Skills

- English, Fluent (Native)
- French, Intermediate level
- Played table tennis at competition level for both the Bolton Junior League and the University of Liverpool team.
- 5 years of personal experience using Unity.
- Udemy certificate for game development.
- Game released on Steam
- Inspiring Digital Enterprise Award - Silver Award winner (2019)
- Certificate of distinction for the UK BEBRAS Challenge – Elite Aged 16-18 (2019)
- Proficient Coding Languages:
    - C#
    - Java
    - C++
    - Haskell
    - Python

Interests

- Within my spare time from secondary school to university, I have self-taught various coding languages and been able to utilise these to create various games and other short-form content.
- Guitar Examinations completed up to and including the grade 5 performance certification.
- Proficient to a high level in guitar, bass guitar and drums and intermediate with saxophone and keyboard.
- Actively involved with university sports societies for both Table tennis and bouldering.
- Currently working towards achieving the Japanese Language Proficiency Test N5 qualification.

References available upon request.