Declan Cross

Education

2024 - 2025	Manchester Metropolitan University
	MSc in Computer Games Development (Distinction)
2021 - 2024	University of Liverpool
	BSc Hons in Computer Science – (First Class Honours)
2019 - 2021	Runshaw College, Leyland, Lancashire
	A-Levels - Computer Science (A), Physics (A), Mathematics (B)
2014 - 2019	Southlands High School, Chorley, Lancashire
	GCSEs - Computer Science (8), Physics (8), Mathematics (7), English Literature (7), Music (7), English Language (6), French (6), Chemistry (6), Biology (6)

Work Experience

February 2025   Cheddercat MMU – Project Lead

- Managed a 12-week agile/scrum-based project, managing sprints, schedules, and deadlines in order to create a multiplayer fighting game, using key software such as 'Unity','Jira', and 'GitHub' to a professional degree.
- Acted as Scrum Master, responsible for optimising team performance, dedicating resources effectively, and ensuring professional practises were upheld with regards to Version Control, QA, and Coding Standards.
- Delivered weekly presentations to stakeholders, showcasing strong communication and public speaking skills.
- Developed expertise in conflict resolution, sprint prioritisation, adapting workflows to accommodate individual team needs.

December 2022   vTime – QA Tester

- 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 these.
- 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.

Employment History

February 2025 – September 2025   Game Developer for Manchester Metropolitan University

- Working within an Agile, scrum-based development cycle, gaining familiarity with the use of Kanban and Sprint-based workflow.
- Gaining valuable experience with strict version control, utilising popular solutions such as GitHub.
- Working alongside clients to guide the direction of the game, and ensuring relevant stakeholders are kept informed through weekly presentations and regular meetings.
- Independently exploring and applying knowledge to provide high quality solutions, working closely with emerging technologies such as Augmented Reality, and Artificial Intelligence within the Unity Game Engine.

November 2021 – September 2024   Part-Time Musician

- 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   Private Valet for MDC Autos, Chorley

- 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 the Bolton Junior League, the University of Liverpool, and Manchester Metropolitan University.
- 6 years of personal experience using Unity.
- 1 year of professional experience with Unity.
- Udemy certificate for game development.
- Released a game 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
  - UE Blueprints

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.