Conor Galvin

Junior Game Developer
BSc (Hons) Games Design and Development

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Portfolio: https://Conor-Galvin.github.io/

I am a charismatic and confident individual looking for experience in the video game industry, having just graduated with a 1st Class degree in BSc (Hons) Games Design and Development.

Education and Accolades

| 2016 – Present | Award
Chartered Institute for IT
BCS Professional Membership (academic session 2016/2017) |

Awarded by the University of Greenwich for outstanding academic achievement.

| 2014 – 2017 | Bachelor's Degree
University of Greenwich
BSc (Hons) Games Design and Development (1st Class) |

A three-year course which taught a variety of game design principles and methodologies necessary within the video games industry. Predominantly used Unity 3D and programmed in C#.

Unity Projects

Fall Detection and Assessment (Dissertation Project)

An AI-based, virtual 3D simulation of a fall patient's home. This individual project aimed to detect and assess the severity of fall risks within the home environment by simulating how the individual would react to different fall-related hazards, such as slippery surfaces and unstable furniture. This is a novel approach to traditional home risk assessments which utilised: *AI (NavMesh agent), physics-based ragdolls, UI and environment design*.

'Obsolete' (3rd Year Assignment)

A robot-themed, 2D platformer. Personally, responsible for all UI aspects including 3D modelling and animations, interactive UI elements and in-game UI screens.

Technical Skills

- 3+ years of experience using Unity 3D.
- Proficient in C# programming.
- Excellent verbal and written communication skills.
- 3D modelling experience using Blender and 3ds Max.