Conor Galvin

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

Junior Game Developer
BSc (Hons) Games Design and Development

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#.

Recent 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)

3rd A robot-themed, 2D platformer. Group project - personally responsible for all UI aspects including 3D modelling, rigging and animations, UI functionality and design.

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.