

# Conor Galvin

Email: Conorgalvin16@Gmail.com

Portfolio: [www.conorgalvin.com](http://www.conorgalvin.com)

Unity 3D | C# Developer  
BSc (Hons) Games Design and Development

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## Experience

2017 – Present      Arup  
Fitzroy Street, London  
**Assistant Programmer**

Arup is a design, architecture and engineering consultancy firm, concerning itself with all aspects of the built environment. My role as an Assistant Programmer is to create various applications (using Unity 3D) to further improve the efficiency and effectiveness of engineers when performing their daily routines.

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## Education

2014 – 2017      Bachelor's Degree  
University of Greenwich  
**BSc (Hons) Games Design and Development (1<sup>st</sup> 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#.

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## University Projects

### Fall Detection and Assessment (Dissertation Project)

An AI-based, virtual 3D simulation of a fall patient's home. 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. This is a novel approach to traditional home risk assessments which utilised: *AI (NavMesh agent), physics-based ragdolls, UI and environment design.*

### 'Obsolete' (3<sup>rd</sup> Year Assignment)

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

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## Technical Skills

- 4+ years of experience using Unity 3D
- Proficient in both .NET and Unity C#.
- Experience using Python, SQL and HTML.
- Excellent verbal/written communication.
- 3D modelling experience (Rhino, Blender, 3ds Max).