Edel Kearney

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Education

SOFTWARE DESIGN (GAME DEVELOPMENT) | AIT | 2016 – CURRENT

Year	Modules
· 3rd (54%)	Software Engineering (42%), Software Development (42%), Software Development for Gaming (55%), Operating Systems & Concurrency (56%), Game Theory & Multicore Programming (41%), Game Development (70%)
· 2nd (45%)	Maths (44%), Software Development (45%), Agile Methodologies (53%), Game Development 2.1 (50%), Game Development 2.2 (40%), Networks (46%), Databases (40%), Software Development for Gaming (48%)
· 1st (64%)	Communications (61%), Digital Media (71%), Web Development (51%), Maths (70%), Software Development (68%), Agile Methodologies (56%), Game Development (59%), Computer Applications (86%)

3D MECHANICAL MODELLING USING SOLIDWORKS (SOLIDWORKS ASSOCIATE CERT | ATHLONE TRAINING CENTRE | EARLY 2016

Duration	Grade	Modules
· 18 Weeks	100%	3D Modelling, 3D assembly and simulation, Materials, Mass Properties, Reference Geometry, Feature Conditions

OTHER MODULES COMPLETED

· Chinese Language and Culture – 51%
· Program Design - 65%
· Software for the Global Market (User Interface Design) - 40%
· Global Citizenship - 72%
· Operating Systems – 51%

Skills, Abilities & Interests

TECHNICAL LANGUAGES & PROFICIENCIES

· Java
· C
· C++
· C# (Unity)
· HTML
· CSS3

· Eclipse
· Visual Studio
· MySql
· BitBucket
· Github
· SourceTree

HOBBIES AND INTERESTS

- Intervarsity Archery
- Video Gaming
- Boardgames
- Medieval Arts & Crafts

- French (Leaving cert Higher level)
- Chinese (Mandarin, basic level)
- Calligraphy

ACHIEVEMENTS & OTHER EXPERIENCES

- Global Citizenship group project won a Community Engagement award
- Form & Fusion costume project using recyclable materials won a prize
- Volunteered at Special Olympics gymnastics and athletics events
- Took part in multiple medieval demos at Athlone Castle
- Former Treasurer of AIT Tabletop Society
- Treasurer of AIT Medieval Society

Projects

COMMUNITY ENGAGEMENT PROJECT | GLOBAL CITIZENSHIP

The object of this project was to work in groups to carry out research on a given country and create a standard presentation, and a video that would be part of a Community Engagement project with Dublin inner city schools.

- The project greatly improved interpersonal relations
- Working on a non-technical project helped with understanding the significance of working in a team, as there was more focus on the group aspect than there would with a technical project
- A greater focus on team work also gave a greater understanding of the difference in individual work styles
- The ability to adapt the style of the presentation for a particular audience was utilized more than it had within other projects
- The differences between a video presentation and a more usual presentation gave invaluable practice with a variety of presentation styles.

CROSS-MODULAR ASSESSMENT | GROUP PROJECT MODULE

For this project, the objective was to create a system for a newsagent that would allow him to handle customer delivery orders.

- Used combination of Java and SQL
- Employed Agile methodologies
- Online repositories for version control (BitBucket, SourceTree, Eclipse built-in git controls)
- Excellent practice of working within a team in an Agile environment

LinkedIn:

https://www.linkedin.com/in/edel-kearney-885b01168/

Online Portfolio:

https://edelk138.wixsite.com/portfolio