Edel Kearney

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# Education

## Software Design (Game Development) | AIT | 2016 – Current

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| --- | --- |
| **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

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| --- | --- | --- |
| **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

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| --- | --- |
| * 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>