Edel Kearney,

39 Assumption,

Athlone,

Co. Westmeath

N37 KV90

19 October 2018

RealSIM Ltd.

Unit 110

Business Innovation Centre

Upper Newcastle Road

NUI Galway

Dear Sir/Madam,

**Re: 6 Month Internship Position/s for 3rd Year Students**

I wish to apply to RealSIM for a 6-month internship begining in January 2019 in the area of Software Engineering. I am currently in my third year of the BSc (Hons) degree in Software Design at Athlone Institute of Technology (AIT). The Institute requires that all students on this course, following their third year semester 1 examination, obtain 6 months of industrial experience in the area of Software Engineering.

A short CV is attached which summarises my educational achievement and experience to date. The course that I am pursuing at AIT is a highly practical industry focussed course.

The key subjects are:

* Software Development (Java)
* Agile Methodologies
* Software Development for Gaming (C++)
* Game Development

I would like to point out that my best subject in the Leaving Cert (2014) was Design and Communication Graphics at higher level, through which I learned to use the modelling software SolidWorks. Through that subject, I also have good but relatively basic experience with pen-and-paper graphic design work, and would be capable of using physical drawings to create 3D models. Since the Leaving Cert, I have received an associate level certificate for SolidWorks. While I do not currently have experience with Autodesk 3ds Max, I do have access to the software within AIT and with a free education license, and would be willing to spend some time learning the software.

I would welcome the opportunity to meet with you in an interview or discuss an employment opportunity over the phone or via email. My phone number is 0838153582, and my email address is edelk13@hotmail.com. Should you have any queries please contact me immediately.

Yours sincerely

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**Edel Kearney**

Edel Kearney

39 Assumption Road, Athlone, Co. Westmeath | 0838153582 | edelk13@hotmail.com

# Education

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

|  |  |
| --- | --- |
| **Year** | **Modules** |
| * 3rd (Current) | Software Engineering, Software Development, Software Development for Gaming, Operating Systems & Concurrency, Game Theory & Multicore Programming, Game Development |
| * 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 * Javascript | * Eclipse * Visual Studio * MySql * BitBucket * Github * SourceTree * EasyBacklog |

## 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 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