Harry **Donovan**

UNIVERSITY STUDENT · GAMES PROGRAMMER

Falmouth, Cornwall, United Kingdom

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Summary

I am an avid programmer with a strong knowledge of version control using Git, experience with multiple programming languages and an excitement for facing new, interesting challenges. I have become a confident presenter who is comfortable with all aspects of teamwork, including leading a team and liaising between different disciplines on a team. My ideal position would be progressing to a senior programmer or as a project manager, and as such I am very interested in opportunities to grow towards these roles.

Skills

- Languages: C#, C++
- Game Engines: Unity, Unreal Engine 4
- Version Control: Git
- Project Management: Agile, scrum, sprint planning

Published Games

Yvaga Station - Team Leader   *Unity 2018.4*

SELF PUBLISHED TO ITCH.IO (HTTPS://DAYLUKE.ITCH.IO/YVAGA-STATION)   *May 2020*

- Developed and implemented in Unity 2018.4
- Presented a concept pitch to in order to continue development past prototype stage
- Implemented symmetric multiplayer game using PUN2 for networking
- Designed and implemented a modular custom movement system to expand on the options available to the player
- The game has 192 downloads (as of September 2020) on itch.io

Programming Projects

Snake   *C++ OpenGL*

HTTPS://GITHUB.COM/HDONOVAN96/SNAKE   *July 2019*

- Developed and implemented in OpenGL for C++
- Programmed a game of snake including collision detection and random 'apple' placement
- Displays players score upon death without the use of text as a challenge to see if the information could still be conveyed clearly
- Set up initial conditions so the game could be restarted with a single key press

Education

Falmouth University   *Falmouth, United Kingdom*

BSc COMPUTING FOR GAMES   *Sept. 2019 - Current*

- Worked with a multi-discipline team to bring several games through a full development cycle
- Learned about and improved upon creating neat, maintainable code through commenting and UML diagrams
- Participated in modules including creating a custom physical controller and designing an audio generation tool
- Received and responded to feedback from concept pitches, module evaluations and regular game progress reviews
- I am involved with a peer-assisted learning programme designed to help teach new students vital problem solving skills
- I am also active with helping other students with general, programming, and version control questions outside of this role

Work Experience

Freelance Programmer and Designer   *Falmouth, Cornwall*

IQMINDWARE   *November 2020 - Current*

- Build and develop application from scratch based on a given brief
- Collate features from several previously developed applications
- Design new features with a focus on user retention

Senior Ambassador   *Falmouth, Cornwall*

FXPLUS   *June 2020 - Current*

- Increased responsibility for the smooth running of events
- Manages the distribution of Student Ambassadors during events
- Relied on to handle any complications or problems that arise during an event

Student Ambassador   *Falmouth, Cornwall*

FXPʟᴜs   *October 2019 - June 2020*

- Involved in the running of university events and open days
- This includes discussing the course with potential students and leading group tours around the campus
- I have also spoken on an online Q&A panel as part of this role

Extracurricular Activity

PASS Leader   *Falmouth, United Kingdom*

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- Planned and lead regular Peer Assisted Support Scheme (PASS) sessions for first year students in our department
- Sessions were student led, with us tailoring sessions around what students wished to cover
- Sessions focused on common problems and soft skills