FRANKIE LYONS

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**EDUCATION**

**St. Mary’s Knockbeg College**  Knockbeg, Co. Laois

Attended from, August 2007 until May 2013*.* I received 430 CAO points from my Leaving Certificate.

**Institute of Technology Carlow**  Carlow, Co. Carlow

Computer Games Development, Department of Computer Science. Attending as of September 2013.

MSc. Research in the fields of Game Development and Sports Science. September 2017 – Present.

**PROGRAMMING EXPERIENCE**

I am a trained Computer Games Developer with an interest in technology and computing. I am primarily a C++ programmer, using libraries such as SFML and SDL to make computer games. I have released several small applications to the Windows, Apple and Android mobile stores, using C++, C#, and Web Dev technologies.

**C++ (SFML / SDL / BOOST / Cocos2Dx / OGRE / Unreal):**

Using C++ and some of its many graphics and media libraries I have produced a wide variety of games, such as platformers, top down shooters, infinite runners, puzzle games and remakes of classic arcade games, as part of my college course, and personal projects.

**C# (XNA / Unity / Godot):**

C# was the first programming language I learned, beginning with small visual studio form applications, mainly focusing on calculators and physics calculators. Using XNA I learned the fundamentals of games programming. I have also used C# for scripting in games engines such as Unity and Godot.

**HTML / JavaScript / CSS:**

I have used the above technologies in order to create websites, and games, with a focus on cross platform multiplayer, so the games could be played online using a mobile phone browser, without the need to download an app. I have also developing a mobile app to run the study for my MSc. Research, using these Web Dev technologies, using Phone Gap to compile the project into apps for mobile.

**MySQL / MariaDB / MongoDB:**

I have worked with SQL to create databases and tables to keep track of and store user data. I mainly used it in conjunction with other technologies such as Apache and Python. MongoDB was incredibly useful for games, as it allows you to store data in arrays and JSON objects, which made managing data very efficient.

**Java:**

I learned Java in order to participate in a Robocode competition held by Limerick IT, where my team placed second. I used Java for website applets as part of my time at WOSI. The apps were designed to help students learn different subjects through playing games.

**Python (Flask / Tornado / SQL Connector / JSON):**

I used python for web development, creating servers, modules for automation, and to work with databases.

**WORK EXPERIENCE**

**WOSI** Amsterdam East, Netherlands

WOSI is a kind of in-house software house, which is an associate of the Dutch government and Amsterdam University of Applied Sciences. In this software house, students develop open source software for the housing corporations, the Dutch government, schools and universities.

My role at the company was that of a software engineer. I designed and developed Java applets for several large scale products. My time was mainly focused on making educational games for children, test designers for teachers, and a timetable website for schools and colleges.

**GameCORE** Carlow, Ireland

GameCORE conducts both pure and applied research with a focus on the areas of game based learning and gamification. The research center also has research interests in Ambient Assisted Living (AAL), Big Data, and Cybersecurity. Members of the research group are attached to the Department of Computing and Networking in the Faculty of Science. GameCORE has strong links with industry, and has been involved with numerous collaborations, primarily funded by Enterprise Ireland and the Irish Research Council. Current industry collaborations include projects with UNUM, Galvanic and Intuition.

My role in GameCORE is primarily as a researcher and developer for my own MSc. Research project, however I collaborate with colleagues and make contributions to their work, as they also do for my own. We all work together to further the understanding and application of gamification, especially in regards to education.

**References available upon request.**

**SKILLS AND CERTIFICATIONS**

* Throughout secondary school I was involved heavily in a film production society, helping produce several award winning films on behalf of the school.
* In 4th year of secondary school, I participated in the Gaisce: president’s award, receiving a bronze medal for my volunteer work.
* In 5th year, I was elected to the student council where I acted as treasurer, helping to organize student events.
* In 6th year, I was elected to the student council as student body president for the year.
* I was elected as the class representative for my course in I.T. Carlow for all 4 years.
* I was involved with a committee tasked in updating the Student Union constitution in IT Carlow.
* I have completed and participated in many different computer oriented courses throughout my life, ranging from typing to software development.
* I have participated in several Global Games Jam, LIT Games Fleadh contests, and Data Hack competitions.

**PORTFOLIO**

A portfolio of my college work is available at: An ongoing remake of Metal gear is available at:

**github.com/FJLyons/Portfolio github.com/FJLyons/Metal-Gear/**