Dan Harris

danharris.online

danweharris@gmail.com | linkedin.com/in/harris-dan7 | (+44) 075464 90021

Lancaster, Lancashire, United Kingdom

Profile:

A final year Computer Science student completing a Master's degree at Lancaster University, enthusiastic about games and programming, and currently looking for an entry-level game programming position. I am adaptable, highly motivated, and an accomplished communicator. I have experience in an array of languages and game engines and the ability to develop novel and engaging games / interactive systems.

Education:

Lancaster University – MSci (Hons) Computer Science   2018 - 2022

MSci Degree Classification: Predicted First-Class

Relevant Modules (All First-Class / Predicted First-Class):

- Innovations in Interactive Computing Group Project (Mobile AR Navigation)
- Data Mining (& Machine Learning)
- Elements of Distributed Systems

BSc Modules Classification: First-Class (83%)

Relevant Modules (All First-Class):

- Third Year Project: 3D Object Interaction in Augmented Reality
- Video Game Development Group Project
- Artificial Intelligence (& Machine Learning)
- Fundamentals of Computer Science (Data Structures)
- Software Design

Upton-by-Chester High School   2011 - 2018

A-Levels: Mathematics (A), Mathematics Mechanics (A), Computer Science (B), Economics (B), Computing EPQ (A*)

10 GCES (A*-B) Including: Computer Science (A*), Mathematics (A), English Literature (A*)

Technical Skills:

- Proficient in C#, Java, and C++
- Well versed in both Unity and Unreal Engine 4 (including blueprint visual scripting)
- Capable using Version control software, such as Git, GitHub, Helix Core, and Perforce (P4V)
- Adept at working in HTML, CSS, and JavaScript
- Knowledge of C, Python 3, and SQL

Experience:

Unity Game Developer   January 2022 - Present
Lancashire Constabulary

I am the sole developer creating a VR training scenario to educate officers how to interact with digital items commonly found at crime scenes, using C# and Unity. I am developing a VR experience from the ground up, with an overarching focus on the usability and accessibility of the application. I have created novel UI and object interaction systems, such as enabling officers to perform multiple intricate interactions using common digital items (e.g. smartphones, laptops, etc.), with accessibility at the forefront of their design.

- Produced a product to meet both specific technical and non-technical requirements
- Independently designed and developed novel systems
- Liaised with multiple parties to refine key systems to meet their needs

Student Researcher   **June 2021 - Present**
Lancaster University - HCI Department

I was approached by university academics to produce and submit a research paper to an internationally recognised conference (CHI'22) - based on the work I had previously completed for my BSc university project. I acted as both the primary researcher and author of the paper, and in so doing refocused and iterated upon my previous work alongside academics from Lancaster University and the Eindhoven University of Technology. I further enhanced my verbal and written communication skills, which enabled me to convey core ideas and concepts to academics at a high level, whilst also producing a written paper to meet the strict requirements of an international conference.

- Acted as the primary researcher and contributor to submitted research paper
- Collaborated with academics from multiple institutions to iterate on my previous work
- Conveyed systems and concepts in a verbal and written manner at a high-level

Systems Programmer   **June 2021 - September 2021**
Independent Game Team

I was a core member of a four-person independent development team working in Unreal Engine 4 on a 3D action game. I was the lead design and programming of the AI, animation, and UI systems, whilst also expanding and improving a variety of gameplay systems. I worked alongside other team members in C++, Unreal blueprints, and a variety of Unreal's node-based editor tools such as the blackboard, behaviour tree, and UI editors.

- Worked closely with another programmer to coordinate development and write maintainable code
- Communicated with artists and designers to improve on and implement tools and systems
- Worked autonomously to design, develop, and implement various AI systems

Employment:

IT Consultant (Part-Time)   **July 2021 - January 2022**
Lyndhurst Precision

I acted in a consultancy capacity for this engineering firm, initially quickly building a workstation for new hires, including compatibility testing, sourcing the hardware, and building the final workstation to a strict deadline and technical requirements. This led to further consultant work on future server infrastructure, remotely diagnosing technical issues for their existing systems, in addition to consulting and installing a variety of new hardware for a small team within the company.

- Acted as the primary contact point for the projects across multiple departments
- Worked with a small team to install systems under time pressure
- Individually researched and built the systems to meet the client's requirements

IT Technician / Administrative Assistant   **December 2016 - January 2021**
Chester's Helpful Handyman

Originally, I was brought on to work as part of a small admin team to monitor, organise, and archive all business invoices and transactions, and during this time, I also performed smaller IT related tasks, with my responsibilities in this area growing as time went on. By December 2019 I lead the management of the company's IT infrastructure in addition to my previous admin responsibilities. I developed, maintained, and operated critical IT systems across a variety of hardware and software. I also worked closely with the business owner to improve workflows through both optimising existing systems and by creating new processes to automate and simplify several tasks.

- Collaborated with both a small team and directly with the business owner to develop and deploy systems
- Worked autonomously to maintain critical systems
- Researched and developed solutions to remedy existing system and operational issues
- Acted as the main point of contact for IT issues within the business

Hobbies and Interests:

During my spare time, I enjoy playing a variety of games across multiple genres (particularly, FPS and racing titles), I also enjoy developing games and interactive systems in both Unreal Engine and Unity, as well as improving my programming skills by completing an array of online programming / game development courses, in addition to developing projects in unfamiliar systems and languages. When the opportunity arises, I like to spend time way from the computer, travelling, hiking, and being a hobbyist photographer.