

# HENRY KEENE

## Graduate Software Developer

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## WORK EXPERIENCE

### Lecture Demonstrator

#### Edinburgh Napier University

📅 Sept 2021 - Dec 2021    📍 Edinburgh, Scotland

- My job was to help the Lecturer teach the "Scripting for interactive media" class.
- Helped me consolidate my skills and to communicate technical concepts to students.

### Software Developer

#### Workflo Solutions

📅 June 2021 - Sept 2021    📍 Livingston, Scotland

- Was the only developer for the project - Had to take up responsibilities and manage time effectively.
- Used Flutter for the front-end and Firebase and postman for the back-end.

### Safety Steward

#### G4S

📅 Aug 2019 - Mar 2020    📍 Edinburgh, Scotland

- Relied on good teamwork and integrity to guarantee public safety.
- Gained a lot of communication skills, whether within a team or talking to customers.

## TECHNICAL SKILLS

- Flutter, Angular, Figma, Flask, Firebase
- Unity, Unreal Engine 4, Android Studio, Photoshop
- C#, Java, Python, Dart, Javascript, Typescript, HTML, CSS
- SQL, MongoDB, SQLite, Node.js, .Net Core

## PERSONAL SKILLS

- Leadership Qualities.
- Enjoy learning new skills and taking on challenges.
- Creative thinker.
- Ability to take initiative to solve problems.

## HOBBIES

- Skiing.
- Swimming.
- Reading.

## EDUCATION

### Honours in Computing and User Experience

#### Edinburgh Napier University

📅 September 2019 - Current

- A mixture between software engineering and User Experience design. Taught me the importance of user-centered design and the technical skills of how to apply it.

### HNC in Games Development

#### Dundee and Angus College

📅 2018-2019

- Game development allowed me to develop my creativeness whilst consolidating my technical skills.

## PROJECTS

### Workflo App

Customer Application made for Workflo Solutions with Flutter and Firebase where I learned:

- How to communicate in a professional environment.
- Full stack development.
- Confidence in my technical abilities.

### Dating App

Online course/challenge to create a functioning dating app website where I learned:

- Angular front-end development.
- .Net Core back-end development.
- Full stack web app development.

### College Graded Unit

Six month long group project to create a 2D game where I learned:

- How to effectively run a team.
- Team leadership.
- Manage time and work in agile.

### Eilean Mor

3rd year University module to create a 3D story game inside unreal engine where I learned:

- 3D game development.
- Confidence in my creative abilities.
- How to create an interesting narrative.