

HENRY KEENE

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SCAN ME



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 app - Had to take up responsibilities and manage time.
- 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, Unity, Unreal Engine 4, Android Studio, Axure, Arduino, Photoshop
- C#, Java, Python, Dart, Javascript, HTML, CSS
- SQL, MongoDB, Databases, Node.js

PERSONAL SKILLS

- Leadership Qualities.
- Enjoy learning new skills and taking on challenges.
- Can work well under stress.
- Ability to take initiative to solve problems.

HOBBIES

- Skiing
- Hill-walking.
- Chess.

EDUCATION

Honours in Computing and User Experience

Edinburgh Napier University

📅 September 2019 - Current

HNC in Games Development

Dundee and Angus College

📅 2018-2019

PROJECTS

Workflo App

- While I was working for Workflo, I created an app for their customers that would allow for them to order ink, check and update their meter readings and place a service call. Creating this app taught me a lot about security, flutter and dealing with time pressures.

College Graded Unit

- This was a 6month long, group project where we were tasked to create a game. We used Unity and I took the role of the group leader. We ended up creating "Klyde", a 2D platformer that used colours to manipulate the playable landscape. As the group leader I was in charge of making sure everything was running on time and all the group members felt happy within their role. As a developer I took a major role for the games code and art.

Eilean Mor

- Eilean Mor is a game I made within Unreal Engine 4, It was for the module Scripting for interactive Media and I took much joy in making it. The main point of Eilean Mor was to create a interactive story telling and immersive experience that subtly told a eerie story whilst the player walked through the atmospheric landscape. This was a solo project and I achieved a 85 percent for this module.

Parallaxed Website

- This project was for a module entitled Designing the visual interface. I created a website for a fictional ice cream company that wanted to add an interesting story-telling narrative mechanic to their website and especially with the use of a parallaxed effect. I created the website splash advert and landing page by myself and used javascript to create all the interactions.