IAN HENDERSON

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EDUCATION

BSC COMPUTING SCIENCE(HONS)
UNIVERSITY OF STRATHCLYDE (2021)
FIRST CLASS

MSC COMPUTER SCIENCE
UNIVERSITY OF GLASGOW (2022)
GRADUATE IN SEPTEMBBER

PROJECTS

VR MOVEMENT SKILLS — C#/UNITY

- Created in the **Unity Game Engine** for Oculus Quest using **C#.**
- Developed a **movement grading system** to compare users movements to predefined standards.
- Made use of **XR interaction libraries** to enable object interaction, whilst modifying them to enable grasping.
- Created **editor tools** to help speed up the development of the project.
- Operated in **sprints** alongside using **git** for version control.

SCAPENET — C#

- Network '**packeting library**' for Lidgren, along with primitive data types to be sent as custom packets.
- Allows custom packet creation and destruction.
- Developed a callback system using **Reflection** to process packets.

TOY ROUGELITE — C#/UNITY

- Created in the **Unity Game Engine** using **C#.**
- Developed a 3D **dungeon generation** algorithm that can place custom room sizes alongside randomised obstacles, enemies and weapons.
- Made an extensive item system allowing all manner of weapons to be created and interacted with.

EXPERIENCE

iTactical Limited | 2020-2021 — HTML/CSS/JS

- Worked as part of a **3 person team** to design, and create a prototype mobile application.
- Utilised **Cordova** to allow cross-platform development.
- Created most of the front-end of the app. Whilst also creating the backend for the main page.
- Used **MySQL** to manage the backend of the app.
- Regular standups, sprints, retrospectives and task estimation.

Adimo | 2020 — JS

- Integrated websites into Adimo's custom search system.
- Used **Puppeteer** and **Chromium** extensively.
- Used **web scraping** to gather information from each site.

Tesco | 2020-present

- Worked individually and as a team.
- Clearly communicated with and worked alongside all manner of people.
- Dealt with and resolved complaints.

SKILLS

LANGUAGES: C#, JAVA, C++, HTML, CSS, JS, SQL

FRAMEWORKS & LIBRARIES: NODE.JS, REACT.JS

TOOLS: UNITY, BLENDER, LINUX, GIT, GRADLE