

Shane Fearon

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Portfolio: <https://github.com/Inferno283/ShaneFearonPortfolioRepo/>

SUMMARY

Games-Focused Programming MEng Student with experience in industry

COMPUTER SKILLS

Languages

- Proficient in: C++, C, Python, Java
- Familiar with: JavaScript, SQL, C#, Prolog

Software

- Proficient in: Unreal Engine 4, Android Studio, Visual Studio, Visual Assist, OpenGL ES, OpenGL, PyTorch, MXNet, GitHub, Perforce, SVN version-control, MS Office
- Familiar with: Photoshop CC 2015, Final Cut Pro, Lightworks, Audacity

EDUCATION

Queen's University Belfast

2014-2019

Belfast, Northern Ireland

- **MEng (Hons) Computer Games Development with a Year in Industry**

1st Year Modules:

- Introduction to Computer Science
- Computer Architecture
- Fundamentals of Programming
- Introduction to Software Engineering and Project Management
- Reasoning for Problem Solving

2nd Year Modules:

- Data Structures and Algorithms
- Networks and Communications
- Professional Computing Practice
- Software Engineering and Group Project
- Games Programming using Android
- Games Design

3rd Year Modules:

- Artificial Intelligence
- Agile-based development with OpenGL ES and Android
- Advanced Visualisation using OpenGL
- Aspects of Game Engine Development
- Software Design Principles and Patterns

4th Year Placement: Sumo Digital, Sheffield (Placement Programmer)

5th Year Modules:

- High Performance Computing
- Digital Transformation and Intelligent Buildings
- Advanced Machine Learning
- Algorithms: Analysis and Applications
- Research and Development project

Saint Colman's College

Newry, Northern Ireland

- 4 A-Levels: Maths – A, Physics – A, ICT – B, Moving Image Arts – B
- 9 GCSEs at grades A*-C
- Double Distinction* in BTEC Firsts (2 GCSEs equivalent)

EXPERIENCE

Placement Programmer

July 2017 - August 2018

Sumo Digital, Sheffield

Duties:

- Work with project managers and other leads to define and complete programming tasks
- Work with designers to implement gameplay and user interface elements to the designers' specifications
- Liaise with Quality Assurance to fix bugs
- Ensure the game is compliant with manufacturer's guidelines for the relevant platforms
- Maintain stability of development environment for the entire development team

Product Demonstrator

October 2015 – June 2017

Dyson, Belfast

Duties:

- Demonstrating products to customers, and approach potential customers
- Learn a customer's needs through interaction, and suggest a suitable product to fill those needs
- Answer any customer questions and concerns about products
- Maintaining display products and display area to a high standard
- Hit monthly sales targets, and filling in sales reports daily
- Opening and closing display stall in shopping centre.

Sales Assistant

March 2013 – June 2015

Pound Giant, Newry

Duties:

- Greeting customers and providing them with relevant information about products
- Answer complaints with appropriate actions
- Assisting other team members with heavy workloads
- Working on shop POS system, including processing credit/debit card payments
- Keep work area and shop floor tidy and clean

REFERENCES

James Graves – Supervisor, Sumo Digital

Email: jgraves@sumo-digital.com

Phone (Sumo Digital): 0114 242 6766

John Busch – Course coordinator and lecturer at Queen's University Belfast

Email: j.a.busch@qub.ac.uk

HOBBIES AND INTERESTS

- I took part in the Allstate Virtual Assistant Challenge in 2015, where I led a team and demonstrated an understanding and application of Bayesian Networks to create an AI chat-bot to perform tasks for customers using natural language, all in a 3-week period.
- I currently hold a black belt in Tae-Kwon-Do, I commenced training at 6 years old and achieved black belt status in September 2008. However, I had to stop my training in 2014 to attend university. I have learned courtesy, confidence, self-defense and leadership skills in these 12 years of training.