

# Kevin Conaghan

## Programming Student

I'm a 4th year student at Abertay University who studies Computer Games Applications Development and is expected to graduate in 2019. I'm a creative person and in my spare time I enjoy taking part in game jams and playing games.

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## EDUCATION

### BSc (Hons) Computer Games Applications Development

#### Abertay University

09/2015 – Present

Dundee

##### Highlighted Modules:

- ▣ Game Programming and System Architecture - Grade A+
- ▣ Data Structures and Algorithms - Grade: B+
- ▣ Computer and Graphics Architectures - Grade: B
- ▣ Gameplay Mechanics Development - Grade: A+
- ▣ Professional Project - Grade: B+

## TECHNICAL SKILLS

**Languages** C++ - Experienced, Visual Studio & Unreal Engine.

**Languages** C# - Used in Unity.

**Languages** Python - Used for AI module in facial recognition.

**Game Engines** Unreal Engine - Experienced, used for two modules and a game jam. Both modules use C++ and the game jam was done in blueprints.

**Game Engines** Unity - Experienced, used for most of the projects that are completed in my free time and I use it in most of the game jams I have done.

## PROJECTS

### Honours Project (09/2018 – Present)

- ▣ Project Title: Procedural Generation of Cities.
- ▣ The project will make use of the Unreal Engine and will be implemented in C++.
- ▣ It will evaluate the effectiveness of procedural generation in games development and how it can be a valuable tool to use.
- ▣ As part of the project a survey will be handed out with a series of questions, it will determine if the project is successful.
- ▣ The main goal of this project is to use procedural generation to create a city and the city will be editable after generation.

### Gameplay Mechanics Development (01/2018 – 05/2018)

- ▣ Concept and create a gameplay mechanic using the Unreal Engine.
- ▣ The module required the mechanic to be created using Unreal's blueprint system and c++ classes.
- ▣ Mechanic was a spell system commonly found in MMORPG systems.
- ▣ Grade: A+

### Professional Project : Beano Collective (09/2017 – 05/2018)

- ▣ Worked with a team of students in a professional environment with a client and a brief.
- ▣ Worked closely with our client, the Beano, to create a prototype inspired by MarioWare and Mario Party.
- ▣ Created a minimum viable product which was a networked party game with multiple minigames.
- ▣ Main area of work was on gameplay mechanics and audio programming.
- ▣ Grade: B+

### S.S Rapture (03/2018 – 03/2018)

- ▣ A horror themed game set in space which was produced in the Moray Game Jam 2018.
- ▣ Worked on main gameplay elements and audio implementation.
- ▣ The purpose of this project was to learn more about the Unreal Engine.

## WORK EXPERIENCE

### Supervisor

#### Primark

04/2017 – Present

Dundee

##### Key Responsibilities:

- I gained confident leadership skills by working with a team to ensure the shop is kept tidy and filled with stock to a high standard.
- Another skill gained and developed is communication, it has been developed through communicating between management and staff members about any problems with either staff or the store.
- Working towards deadlines set by management.
- Delegating staff members breaks and the tasks they will be doing throughout their shift.
- Training new staff members in different areas of the store.

### Retail Assistant

#### Primark

08/2013 – 04/2017

Glasgow

##### Key Responsibilities:

- Working on the tills efficiently.
- Giving out a high standard of customer service.
- Assisting customers with queries and problems they may face within the shop.
- Maintaining product appearance and replenishment of stock.
- Working independently in sections maintaining and replenishing stock.

## AWARDS

### Duke of Edinburgh Award Silver (03/2013 – 10/2013)

*The Duke Of Edinburgh*

- Obtained the Silver Duke of Edinburgh Award through volunteering in the school Badminton club and developing skills in instruments such as piano and clarinet.
- Additionally did a three-day expedition that consisted of navigating with maps, team-building, time management and learning leadership skills.

### EBMC Award (Entrepreneurial Brains Made on Campus) (01/2017 – 01/2017)

*Abertay University / Stuttgart Media University*

- Obtained by participating in a competition to create a business idea based on the Innovation Source Demographic Change.
- Created an Online University pitch that included using live streaming services and VR to allow students abroad to study at home.

## SOFT SKILLS

Leadership



Teamwork



Communication



Time-Management



Problem Solving



## INTERESTS

Music

Gaming

Reading

Game Jams

Hill Walking

## REFERENCES

References available upon request