

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.



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SKILLS

Leadership

C++

C#

Object-Orientated

Unity

Unreal Engine

Github

Python

HTML

Adobe Photoshop CC
2018

INTERESTS

Music

Gaming

Reading

Game Jams

Hill Walking

EDUCATION

BSc (Hons) Computer Games Applications Development Abertay University

09/2015 – Present

Dundee

Highlighted Modules:

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

PROJECTS

Honours Project (09/2018 – Present)

- Project Title: Procedural Generation of Cities.
- The project will make use of the Unreal Engine and will be created in C++.
- It will evaluate the effectiveness of procedural generation in games development and how it can be a valuable tool to use.

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+

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+

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:

- Leading team members to ensure that product appearance and replenishment of stock is completed to a high standard.
- 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.