

Kieran Bond

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Software development is fuelled by the desire to create, learn, and improve. As this is both my hobby and profession, I am continuously challenging myself to be the best I can be. Despite being at the start of my career, I have a passion for supporting those around me and aspire to, one day, become a great team leader.

Work Experience

Company: DBpixelhouse

Role: Software Developer

Employment: August 2019 – Current

Tech: C#, Unity3D, Node.js, Git, PowerShell

This role consists of creating a variety of AR, VR, and other standalone applications for clients utilising the Unity3D engine. I spend a lot of time creating tools and extensions to improve the ability of the team to create products for clients, whilst delivering products in-between. I also implemented our build pipeline to automate the build process with the aim of making us more efficient.

Company: Squint/Opera

Role: Intern Developer

Employment: June 2017 – July 2018

Tech: C#, Unity3D, Node.js, Git, PowerShell

During my time at Squint/Opera I worked on a variety of products for clients across different devices. Using the Unity3D engine I spent time developing for VR, AR, mobile, and PC. I was given the opportunity to work on many different projects, not all of which were client-facing. Towards the end of my time here I helped in creating, updating, and refactoring many of our extensions and tools – including but not limited to the deployment and monitoring system we built.

Other Work Experience

September 2018 – July 2019

Coffee Master (Part Time) – Starbucks

June 2016 – June 2017

Barista (Part Time) – Starbucks

November 2014 – September 2015 Crew Member (Part Time) – FatFace

April 2014 – October 2014

Customer Advisor (Part Time) – EE

Skills

Technology Stack:

C#, Unity3D, .NET Core, Xamarin.Forms, Node.js, PowerShell, Git

Development Practices:

Test Driven Development (TDD), Agile Development, Continuous Integration/Deployment (CI/CD)

Soft Skills:

Communication – I have excellent interpersonal skills, which is vital when working towards achieving an end goal.

Teamwork – It's important to form strong, supportive relationships with members of my team to ensure we deliver a high quality product. Furthermore, I thrive on learning from others and supporting my team with my own expertise.

Problem solving – As an essential aspect of my job, I fully immerse myself in a new challenge, applying new skills and understanding to solve any problem that I am faced with.

Education and Qualifications

September 2015 – June 2019

University of Gloucestershire

Computer Games Programming (BSc Hons)
First Class Degree

September 2013 – June 2015

St Brendan's Sixth Form College

A-Levels:
Physical Education
Computing
BTEC – Level 3: Music Technology

September 2008 – June 2013

Bath Community Academy

8 GCSE's C and above, including:
Maths (B)
English Language (B)
English Literature (B)

Interests

In my spare time you can often find me at my computer working on a side project and developing my skillset or playing video games with friends. When I am not at my computer, you can find me exploring the outdoors by foot or from the inside of a kayak. I have also always enjoyed partaking in team sports, particularly rugby.

However, if the weather is not permitting, I will be in the warm either playing guitar or sat with a gripping book – but always with a good coffee!