Kyle Dakin

Wilmslow, UK

Graduate Software/Games Developer

Email | GitHub | LinkedIn | Portfolio

TECHNICAL SKILLS

- Engines: Unity, Unreal
- Languages: C#, C++, Python, Java
- Tools: Visual Studio, JetBrains Suite, Version Control, Trello
- Other: Anaconda, OpenCV, TensorFlow, Tobii

WORK EXPERIENCE

Researcher – Centre for Cyber Security (Work Placement, 2019 - 2020)

- Independent and collaborative mixed duration research projects in cyber security and data analysis
- Aided in writing and editing academic papers to be published in peer reviewed journals
- Developed HTML5 front and Python back-end web page to collect and process data for project
- Developed C# .NET project, implementing Tobii, for biometric security research

EMPLOYMENT HISTORY

Dispatcher – British Gas (September 2016 – August 2017)

As a dispatcher, I had to manage the in-day workloads of engineers as well as contact customers regarding their appointment if there were any issues. This required good communication and organisation skills to minimise the number of missed appointments. Furthermore, I also had to handle customer complaints when interacting with customers which required the ability to resolve conflict.

Bar Staff – Revolution Bar (August 2016 – January 2017)

As part of the staff, I had to work as part of a team in a fast-paced environment to keep the bar running smoothly during the busy night shifts. This also required good communication skills and the ability to work under pressure.

EDUCATION

University of Huddersfield – Computer Science with Games Programming 2017 - 2021

Classification 2.1

Wilmslow High School Sixth Form, 2014 – 2016

Chemistry, Mathematic, Further Mathematics

INTERESTS

Outside of playing and developing games, I am interested in artificial intelligence (AI) and machine learning, trying to keep up to date with the latest news and developments in various areas of AI development. In my free time, I enjoy working on independent programming projects to develop knowledge, such as further developing my dissertation work, reading fantasy fiction books, and spending time with my dog. Currently working towards my degree in Computer Science with Games Programming to develop myself in line with my future aspirations in the areas of artificial intelligence and game play programming. Formed eSports society at University and was an active member

REFERENCES

References available upon request