

Declan Greenwell

SOFTWARE ENGINEER

PROFESSIONAL SUMMARY

I am a Computer Science graduate with hands-on experience teaching fundamental software engineering concepts, which has provided me with a strong foundation in programming and design. I am eager to apply my creativity and technical expertise to innovative projects that deliver impactful software solutions.

Email:

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Website:

<https://mrsixtythree.github.io>

LinkedIn:

<https://www.linkedin.com/in/declan-michael-greenwell/>

EDUCATION & QUALIFICATIONS

Bachelor of Computer Science | 2022-2025

Majoring in Game & Mobile Development
University of Wollongong

Diploma of Information Technology | 2022

University of Wollongong College

Certificate III in Commercial Cookery | 2019 - 2021

Austrain Academy

WORK EXPERIENCE

Peer Assistant Tutor @ UOW College | 2022 - Present

Working on the Diploma of Information Technology

- Delivered academic support and mentorship to first-year Computer Science students, facilitating a smooth transition into university life.
- Taught programming (Java, Python), web technologies (HTML, CSS), database management (MySQL), and math concepts, while guiding students on problem-solving and research skills.
- Led group discussions, study sessions, one-on-one consultations and tutorials; provided feedback through assignment grading and supported exams via invigilation.

Various Chef Roles | 2019 - 2023

Apprentice, Chef de Partie, Junior Sous, Senior Sous, Head Chef

VOLUNTEERING

Albion Park Football Club

Volunteered as a coach/manager for Albion Park's U15's and U16's junior football teams

- Designed and lead team training and bonding sessions to improve technical ability but more importantly physical and mental health.
 - Mentored players to build confidence, discipline and work ethic both on and off the field.
 - Actively contributed to the club by volunteering in other capacities in matchday operations and events.
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SOFTWARE PROJECTS

Maze RUN

WebGL Game featuring 3D Procedurally Generated Maze, AI Navigation & a Repeatable Game Loop

- Served as the lead game developer and designer for the project.
- Designed core gameplay mechanics, including first person shooter functionality, procedural maze generation and AI behavior.
- Managed project implementation, version control, audio implementation, user experience polishing and publishing of the project to Itch.io.

Rapid Route - In Development

Dynamic delivery route planning mobile application for Android

- Serving as the project leader and lead programmer.
- Ideation of key project features such as dynamic route planning utilizing traffic data, business operating hours and driver shift times to reroute deliveries.
- Developed prototype for consignment tag scanning using the Tesseract Ocular Character Recognition Engine to determine addresses from live frame images from the phone's camera
- Lead development and design of User Interface prototypes for the application to stakeholder requirements and requests.

Project VR

Demonstration of Virtual Reality capabilities in Unity

- Served as project leader and lead programmer, integrating Unity's XR Simulator Device for VR functionality.
- Designed and developed the VR environment, including the layout of interactable objects and background models for an immersive experience.
- Implemented core VR features, such as XR controller support, teleportation, grab-and-rotate mechanics, and interactable XR socket elements, including a record player, functional Polaroid camera, and throwable objects.

OpenGL Project

Experimentation and familiarisation with Open Graphics Library

- Demonstrated ability in C++ with the OpenGL library.
- Practise in writing custom shaders using .frag and .vert shaders to achieve varying use cases such as reflections, 3D object mapping and texturing.
- Utilisation of different buffer arrays in multiple viewport rendering.

Other Current and Future Projects

Available on my portfolio website

- Images, videos and more details about my other current and future projects are available on my portfolio website.
- Links to Itch.io to play Maze RUN and experience Project VR.
- GitHub Repositories for all my projects to see my codebase.

REFERENCES

Professional, academic and personal references are available at request.

Thank you for spending your time to look at my resume and portfolio and I appreciate any consideration you make for my application. Please feel free to reach out to me with any questions you may have.
