# Conor Watson

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# SUMMARY

I am a 23 year old Full Stack Software Developer with a love for problem solving and a passion for creating modern and fluid applications, with an eye for beautiful design without negatively impacting user experience. I am a hardworking and conscientious person and I am adept at learning new skills quickly.

# EDUCATION

September 2012 – May 2016 **Bsc (Hons) Computer Games Technology, UWS Paisley Campus**

I achieved a First Class Honours degree and Court Medal in this Skillset approved course in May 2016. The course focused mostly on using C++ and OpenGL to learn Graphics & Framework techniques that are used in the games industry. It also touched on Mobile Games Development/Web Development using Java, Javascript and HTML, along with Games Console Development on the Sony Playstation 3’s Cell Broadband Engine using C++. Other topics such as AI and Physics were also taught to ensure that I have the necessary skills to become employable in the software or games industry.

# EXPERIENCE

August 2016 - Present Full Stack Software Developer, Contact Advantage

At Contact Advantage I have been responsible for building responsive

Cross-browser/platform Web Applications that slot into our existing software suite that is running in Car Dealerships around the UK. I have primarily been using ASP.NET, Javascript ES5/6, HTML5, CSS/LESS, and Vue.js to program and design the front-end, along with heavy use of C# and .NET in the back-end to communicate with our SQL Server databases. I am also involved in creating and updating our SQL databases and stored procedures.

June 2014 - Present Co-Director, St. Mirren Club Shop

My Father and I, having little retail experience, took over the running of the St. Mirren Club Shop in June 2014 as a challenge for ourselves. Most of my duties involve maintaining our offline Stock database, maintaining the website front-end/back-end and taking photos for our stock. I also run all of our Social Media accounts and the customer service email account.

# SKILLS

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| Programming Languages  C#  Javascript ES5/ES6  C/C++  Java  SQL | Frameworks/Markup .NET  ASP.NET  HTML5  CSS/LESS  jQuery  Vue.js | Other Git  SVN  Adobe Photoshop  Adobe Illustrator  Adobe After Effects  Sony Vegas |

# Personal projects

All of my projects are available to see at [www.redbarongames.co.uk](http://www.redbarongames.co.uk). An overview of two of my projects are as follows:

Modern Portfolio Website

The aim of this project was to create a showcase of everything that I have worked on in recent times. I wanted to create a website that was simple to navigate, yet beautiful and engaging, using all my experience and knowledge of web technologies that I have amassed over the past few years. The website is built from a single HTML5 page with jQuery doing some of the heavy lifting and preprocessed CSS providing some magic. Page.js has been used to enable page routing and all the projects that are displayed are loaded dynamically from my Github page.

Sokoban Level Generation with Human Difficulty Heuristic

This was the subject that I tackled as part of my Honours Dissertation. It involved developing a level generator for a Japanese puzzle game called ‘Sokoban’. It worked by creating levels using a series of pre-generated ‘patterns’, and each time a level was generated it would be tested by the solver to see if it was possible to complete the puzzle. A difficulty heuristic was also developed to attempt to estimate the difficulty of a Sokoban level that had been generated by using a number of different metrics. The Generator, Solver and Difficulty Heurstic were all developed using C++, and the GUI was built using the Qt framework.