



Conor Watson

SOFTWARE DEVELOPER

PROFILE

23-year old Software Developer from Renfrewshire, Scotland with a passion for Problem Solving and Software Development, along with a keen interest in the latest and greatest technology.

All of my projects and relevant source code can be seen online at www.redbarongames.co.uk

CONTACT

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HOBBIES



Travelling



Computer Games



Building/Fixing Computers



Movies/
Filmmaking



Golf



Football

WORK EXPERIENCE

The work experience I have so far has given me plenty of transferrable skills that I am able to use in any workplace environment. It also shows that I can be relied on to work as part of a team, or to work autonomously as needed.

Co-Director | St. Mirren Club Shop

June 2014 - Present

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 frontend/backend and taking/editing the photos for our stock. I also run all of our Social Media accounts and the customer service email account.

Full Stack Software Developer | Contact Advantage

August 2016 - Present

At Contact Advantage I have been responsible for building responsive cross browser/platform Web Applications that slot into our existing software suite, running in Car Dealerships around the UK. I have primarily been using Javascript ES6, HTML5, CSS/LESS and Vue.js to program and design the front-end, along with heavy use of ASP.NET and C# to communicate with our back-end SQL Server databases. I am also involved with creating and updating our SQL Databases and Stored Procedures.

SKILLS

Programming Languages

Over two years experience working with C# and Javascript, along with a good knowledge of C, C++, Java and SQL.

APIs/Frameworks/Markup Languages

Over two years experience working with .NET, ASP.NET, HTML5, CSS/LESS and jQuery, along with a good knowledge of Vue.js. Previous experience with OpenGL and SDL.

Other

Comfortable with using Version Control - experienced with both Git and SVN. Also adept at using Adobe Photoshop & Illustrator for Graphic Design/Game Assets, Cinema 4D for simple 3D modelling and Sony Vegas/Adobe After Effects for Video Editing.

Troubleshooting and Learning

When it comes to troubleshooting, I am a very logical thinker and can come up with solutions for both technological and real-world problems. If I cannot come up with a correct solution then I am not afraid to carry out research until I find a solution. I am also willing to learn new technologies and skills, in my own time or to complete a given task.

PERSONAL PROJECTS

All of my projects are available to see at 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 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 routing and all the projects 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 Heuristic were all developed using C++, and the GUI was built using the Qt framework.

EDUCATION

Bsc (Hons) Computer Games Technology | UWS Paisley Campus

First Class Honours and Court Medal Achieved in May 2016

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.