

Rowan Craik

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Targeting an Internship or Entry-Level Opportunity in Software or Web Development

Programming

Bachelor of Computing Systems Graduate seeking opportunity to use problem solving and critical thinking skills. Experienced in: Unreal Engine, Unity, C#, HTML, CSS, JavaScript, React, C++, Java, Python, and SQL. Able to learn new languages and technologies easily. Successful working in both team and self-directed settings.

Education

Feb 2022 – **Mission Ready (remote)**

Apr 2022 Certificate in Digital Technology Product Solutions (NZQA Approved).
9 weeks full time study. 7 Full stack / software development programming challenges.

Feb 2018 – **Eastern Institute of Technology (Taradale, Hawkes Bay)**

Apr 2021 Completed Bachelor of Computing Systems (BCS).
18 Courses Completed. 315 credits.

Feb 2020 – **Hochschule Furtwangen University (Germany)**

Feb 2021 Participated in International Semester at Furtwangen University (HFU) in Germany.
6 Courses Completed. 105 credits.

Mar 2021 – **Udemy (remote)**

Jul 2021 Completion of online course.
Unreal Engine C++ Developer: Learn C++ and Make Video Games online course.

Work Experience

Feb 2022 – **Thrill Capital – Unity Engine Serious Games Internship**

Jun 2022 Generated simulated environments for Formula One Motorsports in the Unity Game Engine with point cloud data taken from overhead lidar scans of Hamilton.

Jun 2020 – **Hochschule Furtwangen University (Germany) - Software Programmer Internship.**

Dec 2020 Assisted the university with the implementation of an interface to analyze machine data usually handled by OPCUA communication processes in the context of a non-live setting using the Python programming language.
