

Contact Details

https://twitter.com/BFoley_Games

<https://github.com/S00156670>

<https://s00156670.github.io/testSite/desktopGames.html>

www.cgtrader.com/jarofcarrot

3rd year project showcase: <http://www.youtube.com/watch?v=FPoVvoBIPcM>

Work experience project: <https://s00156670.github.io/testSite/TheForeverCave.html>

Animation showreel: <http://www.youtube.com/watch?v=qCGZBrhCECU>

Portfolio of traditional artwork available on request.

Technical Skillsets

I have a bachelors in Computes Science and have also spent many hours learning independantly through online resources in my free time. I have also attended various extra-curricular events such as “Games Fleadh” and “Global Game Jam” aswell as master-classes with titans of visual storytelling such as Max Howard, Bruce Block and Eric Goldberg. I have a background in animation/design and began studying the mechanics of game development and computer science in college during 2014. I aspire to be part of creating some great things over the next few years. My primary work envitonment is C# with visual studio, though I also have experience with a variety of softwares/languages/frameworks/methodologies etc. some of which are as follows.

Visual Studio	Unity	Unreal	Monogame	M.V.C.
Notepad++	Stencyl	C#	.NET	X.A.M.L.
Z-brush	Photoshop	C++	Lindgren	Scrum Tactics
3DS Max	Illustrator	H.T.M.L.	U.M.L.	Linq
Maya	Game-Maker	C.S.S.	Agile Dev.	N-Unit
H.L.S.L.	Signal-R	S.Q.L.	Prolog	Entity Framework
Selenium	A.S.P.Net	Postman		

Educational Details

2014 - 2018 Institute of Technology, Sligo

Received: Bachelor of Science in Computing in Game Development
with second class upper honours (2:1)

2014 Part time course with the Enterprise Board Sligo
Business for Entrepreneurs

Received: Certificate of basic business skills

2010 -2013: Ballyfermot College of Education

Classical & Computer Higher National Diploma (CCHND)

Main Modules 2D Animation,3D Animation, Visual Language, Scriptwriting, Life Drawing

2009-2010 Ballyfermot College of Education

Animation Drawing Skills (ADS)

Received: FETAC Level 5 degree in Art

Leaving Cert HIGHER Maths, Applied Maths, Art , Japanese, German

PASS Irish, English

Received: Total points received: 350

Employment History

2012-present	Freelance/Indie animation, design and game asset production
2016-2017	Background Actor for “Vikings” (Take 5 Productions)
2011-2013	Pacifist Piranha Ltd. Storyboard artist and character modelling
2011	Dublin Zoo (Work experience) Analysis of animal structure, behaviour and movement
2010 (June)	Sligo Animation Festival-Model Niland, The Mall, Sligo Volunteer, Usher and security for portable theatre Flyer distribution
2005-2010	Sligo park Hotel - Pearse Road, Sligo Waiting tables, some bar experience and washing pots, dishes etc.
2007	Fabled Game, War-game and hobby outlet-High St., Sligo Model painting, Window displays & Sales assistant
2006-2016	North West Physiotherapy Clinic - Pearse Road, Sligo Office support (summer relief)
2006	Compupac - Finisklin, Sligo Computer repair/Software management and deliveries (work experience)
2004-2008	Calry Church - The Mall, Sligo Volunteer, Head Sound Engineer (setting cables and managing audio levels for live recording and amplification)
Reference:	Monica Reiley (Producer/Director - Pacifist Piranha Ltd.)
Reference:	Neil Gannon (Lecturer – I.T. Sligo)

Achievements and interests

Best Original Story	- Games Fleadh 2017
Gold & Bronze medals	- All Ireland Community Games draughts championship
Silver & Bronze medals	- Provincial level Community games drawing and sculpture
Top 100(2017)	- Magic the Gathering National Championships (Ireland)
5 th dan (blue belt)	- Sligo Aikido Club
Committee member	- The Red Rainbow Film Club
Head Sound Engineer	- Sligo Grammar A.V. team