Sebastian Troy

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PERSONAL PROFILE

Highly driven science graduate eager to begin building a career in software development. Particularly interested in developing games however looking for any role in which I can grow and tailor my skills and expertise in order to provide extra value to an organisation. A fast learner with excellent self teaching skills. I have excellent communication skills and thrive when working within a team, though I am also highly capable of working independently.

QUALIFICATIONS

University of Southampton   **(October 2011 - June 2014)**

BSc Marine Biology with Oceanography: 2.1 (Hons)

- Developed quantitative and qualitative analysis skills through a variety of module work.
- Enhanced time management through completion of multiple modules and coursework assignments.
- Undertook an extra module during my final year, titled "Evolution of Complexity". The module was from a computer science masters degree and covered genetic algorithms.

Eastbourne College   **(August 2005 - June 2010)**

A-Levels, Biology: A* Chemistry: A Drama: B
AS-Level, Maths: C
GCSE, 5A* 3A 3B

PROJECT WORK

- Created and designed a website, self taught and used HTML, PHP and Javascript in order to create a clean and responsive site without resorting to external front-end packages. Successfully portrays large quantities of information for multiple projects in a clean and user friendly format.
- Implemented fluid dynamics into an ecological model. Large quantities of research were undertaken in order to facilitate the translation of large, abstract functions into a series of workable and efficient solutions.
- Coordinated the construction of a website during a group assignment, ensured continuity throughout the site, assisted team members who were less technically capable, advised on user friendly design and layout and took charge of final polish and publishing of the site.

KEY SKILLS

- Well developed logical, analytical and lateral thinking abilities.
- Good communication skills, highly adaptable to office and team environments.
- Computer literate: Microsoft Office, working from command line, multiple OS.
- Technologies: Java, C++, Python, HTML, PHP, JavaScript/jQuery, OOP, GitHub

EXPERIENCE

IT Communications Intern, University of Southampton   **(July 2013 - October 2013)**

- Offered advice, from experience as a front end user, regarding the University's Student Portal, helping to improve the usability of the page, the relevance of content and the focus of future development.
- Restructured important areas of the university IT help website in order to improve the continuity of the website as a whole and also to increase usability based on page hit information and common issues raised with the help centre.
- Interacted with front line users, guiding them through issues and offering advice

Lab assistant, Shoreline Polycheate Farm   **(April 2011 - May 2011)**

- Learnt a large number of lab techniques and routines in a short period of time, enabling independent work and a boost to productivity.
- Analysed problems that were being faced by the young industry and conducted independent research on site in order to identify the cause of a mystery livestock ailment. Offered original ideas towards the development of new container designs

Volunteer, Coral Cay Conservation   **(November 2010 - December 2010)**

- Organised groups of divers both above and below the sea, coordinated survey teams and planned dives. Groups varied from 6 to 14 people and due to the limits of working in an underwater environment, precise timing was a critical factor for success.
- Undertook intensive training during five days in order to be able to identify 100's of unique species while in challenging and potentially hazardous environments, perform first and second aid and to become a fully qualified PADI rescue diver.

INTERESTS

Game development offers the perfect combination of logical problem solving and creativity. I find the massive range of problems that it provides especially interesting, ranging from back end engine design and performance issues to front end interfaces and player psychology.

I also have a keen interest in science, particularly biology, which I have incorporated into many of my programming projects. Neural networks, AI design and evolutionary algorithms are of a particular personal fascination: http://troydev.proggle.net/projects.

Aside from technical interests I also enjoy a wide range of outdoor and sporting activities including rowing, skiing, fly fishing, swimming and scuba diving in which I am qualified as a PADI rescue diver. I also enjoy the theatre which has helped me to develop my confidence and public speaking skills to a high level. I have been involved, both on stage and back stage, in a number of public performances, with my school and external theatre companies.

REFERENCES

Available on request.