

## Dean Harland

The Cottage, The Square, Leedstown, Hayle, TR27 6DA  
Phone: 074848 66556 Email: [MrDeanHarland@gmail.com](mailto:MrDeanHarland@gmail.com)  
<https://deanharland.godaddysites.com/>

---

I am a undergraduate student studying BSc Computing for Games at Falmouth University. The course has exceeded my expectation allowing me to explore a diverse way of thinking logically and creatively. Working in a friendly and professional team is key goal for myself, a place in which I have some input but direction from the lead has me consistently working.

---

## EDUCATION

**Falmouth University - Falmouth | Bsc Computing for Games**

**2015-2018**

### Modules:

Principles of computing	Artificial Intelligence	Legacy Game Systems
Game development practice	Interfaces and interaction	Research Practice
Game architecture	Distributed systems	Games Development
Creative computing: Tinkering	Graphics and simulation	Algorithms & optimisation
Creative computing: Codecraft	Game development	

### -Bachelor's Dissertation

For my bachelors dissertation I will be conducting an ethical experiment in which through the use of virtual reality determined whether or not the input lag from controllers can negatively affect thoughts and feelings. The research question I anticipate will be Does negatively affect thoughts and feelings. The initial tests on close friends and colleagues have been promising as the frustration level of the participant suggests there is a link between them.

---

## EMPLOYMENT AND VOLUNTEERING HISTORY

**Porth Veor Manor Hotel, Villas and Apartments, Cornwall**

**2017 - Present**

As a waiter I worked closely with the public to deliver an excellent level of service whilst demonstrating resilience and communication qualities, whilst also being commended for my quick learning.

**Oxfam**

**2010-2011**

Volunteered at a local charity shop each Saturday where I was tasked with sorting, pricing and selling donations to customers. This position allowed me to develop my customer awareness skills, understanding what products are desirable and how much customers are likely to pay for such an item to maximise financial intake.

Supervising over a group of younger students, I was in charge of supporting them as they planned and executed their expeditions. I was given medical training and a course on dealing with younger people allowed me to safeguard them as they went on their expeditions.

---

## **SKILLS**

Diverse IT experience, delving into multiple programming languages such as: C++, Java, Python, 6502, JES. Because of this it has given me a strong ability to problem solve in a wide range of situations. With 3 years of working in an agile environment my interpersonal skills have developed significantly. Verbal and written communication has been vital to coordinate with my team, through the use of Jira, Perforce and GIT clear and concise messages allow for information to be passed competently. . Time management has also been a key skill with daily and weekly meetings to discuss progress in the projects, using Jira I was able to set myself timed tasks and complete them accordingly. Able to work and learn independently or as part of team to produce a high quality product, expressed in my dissertation, game development in a studio environment and personal projects.

---

## **Activities and Interests**

Delving into the inner workings of other unreal projects is an engaging pastime for myself, not only does it help me better understand the engine itself it gives me inspiration to create my own mechanics. Rockclimbing allows me to physically push myself while engaging my problem solving skills to find a safe route to the top.

---

## **Awards**

Gold, Silver and Bronze Duke of Edinburgh Awards

**References and papers are available upon request**

---