

# DECLAN KEHOE

## PROFILE

With a background originally in the arts, returning to education as a mature student for a combined degree comprising of computer science, software engineering, psychology, anthropology, and biology has taught me a more holistic view of development cycles, and made my skills and knowledge more flexible and multi-disciplined. My goal is to combine what I have learned to deliver projects which are useful and intuitive to end users, through a detailed understanding of the many aspects that comprise a user's experience. After being forced to defer due to illness, my determination to complete my education and build a career has remained strong. Having now recovered, I'm excited to travel wherever opportunities arise, and embrace the future I have persevered for.

## EDUCATION

- Final Year **BSc Human Computer Interaction: 1st Class Hons (Est.)** at The University of Manchester
- **BTEC Level 3 Double Diploma in Electrical Engineering: Triple Distinction\***
- GCSE: 6 A\*-B (inc. English, Science, & Maths)

## EXPERIENCE

*Specialist, Apple Inc. | London, Exeter, Manchester | 2010-2014*

A high-stress and fast-paced environment that still required **attention to detail**, **exceptional communication skills** with colleagues and customers, and **relentless customer focus**. I was consistently among the **top 5 performing** employees within months of joining new teams, and **conducted teaching** sessions across a range of customers and stores, learning to **articulate complex information** to audiences of multiple comprehension, ability, and skill levels.

## HOBBIES

- Lifelong gamer across most genres and systems, from AAA to Indies
  - I analyse the games I play, assessing what about them has made them feel as they do
  - The insights from the UX and psychology themes of my degree into the effective and affective principles underlying this art form I'm passionate about, fuel me to learn more
- Played guitar for around 20 years, something I return to often as a catalyst for composition
- Learning Japanese to better explore and understand a country I love on return visits

## SKILLS

- Very strong **communication** skills from an original background in speech and drama
  - **Teaching-level qualification** from LAMDA (London Academy of Music & Dramatic Art)
- Understanding of **UX, UI**, and **ergonomic design** principles
  - Based on both **practical implementation** in multiple **design software** packages, and a **psychology-based** academic viewpoint
  - Studied formally as part of my degree
  - Practised in **developing user stories** and **reports** in both project and personal work
- **Programming** in multiple languages and styles
  - Strongest with **Java, Processing**, and **Python**
  - Moderate with **C, HTML/CSS/JS, mySQL, XML/UML**, and **OpenGL**
  - Practised in adopting new software environments and development patterns
- Strong **organisational** skills, often taking **leadership positions**
  - Typically nominated as a spokesperson or organiser in group projects and activities; **breaking down, presenting**, and **delegating** issues and solutions to team members
  - From coursework to DMing D&D, I thrive on connecting different people and skills
- Contributed to the uni's new **game dev** society
  - **Music, sound scripting**, and refining **game design** ideation to the still-in-development first project

## PROJECTS

**Software engineering** project work at multiple scales in different IDEs and OSs, with various **source control** requirements and services:

- Processing (language) based generative **music application**
  - **Architectural design, implementation, documentation**, and **surveys** of app users
  - All self-directed and solo-developed on sprint-based development cycles, following **agile** principles
  - Focus on **feedback** for **ease-of-use** and **intuitiveness**, allowing users of multiple skill levels to appreciate and enjoy the rules generating their music
- **Java** and **XML** based open-source MMO project, Stendhal
  - Worked first as part of, and then lead, a team to **bug-find** and add gameplay features and tests, adhering to **JUnit testing** standards