

DECLAN KEHOE

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PROFILE

With a background originally in the arts, returning to education for a human computer interaction degree has given me a holistic view of development cycles. Having now recovered after being forced to defer due to illness, my determination to complete my education and build a career has remained strong. I'm excited to embrace the future I have persevered for.

EDUCATION

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)

SKILLS

PROGRAMMING	COMMUNICATION	UX	ORGANISATION
<u>Strongest:</u> Java Python Git	Very strong communication skills from background in speech and drama.	Created mockups and walkthroughs in Sketch	Experience of agile development practises
<u>Some Experience:</u> C++ C# HTML/CSS/JS	Teaching-level qualification from LAMDA (London Academy of Music & Dramatic Art)	Understanding of UX, UI, and ergonomic design principles Practised writing user stories and reports	Strong organisational skills, often taking leadership positions Self-starting and self-directing in projects

PROJECTS

Generative music application

<https://github.com/TrueHeresy/Portfolio/tree/main/Generative%20Music%20App>

Entirely standalone Java application developed in the Processing3 Development environment. Architectural design, implementation, documentation, and qualitative surveys of app users. All self-directed and solo-developed in sprint-based, iterative & incremental development cycles. 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 open-source MMORPG, Stendhal

<https://github.com/arianne/stendhal>

Worked first as part of, and then lead, a team to bug-find and add gameplay features and tests. Followed test driven development standards, implemented in JUnit.

University GameDev Society

<https://github.com/TrueHeresy/Portfolio/tree/main/Game%20Dev%20Project>

Composed music and sounds to fit level design briefs. Refined game design and mechanics ideation through discussion and prototyping to the still-in-development project.