

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 view of the complete software stack throughout development cycles. Having recovered after being forced to defer due to illness, my determination to complete my education and build a career has remained strong, and 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	User Experience	Communication	Organisation
Strongest in: Java Python React/CSS/HTML	Created UI mockups , wireframes , and demos in Sketch & Adobe Packages	Very strong communication skills from background in speech and drama	Understanding of agile development practises
Experience in: C++ C# mongoDB/Django	Understanding of human factors methods Practised writing user stories & reports	Teaching-level qualification from LAMDA (London Academy of Music & Dramatic Art)	Strong organisational skills , in leadership roles Self-starting and self- directing

EXPERIENCE

Summer 2021: Imago Software - Education Toolkit

As BA on a 4-person agile dev team, my role is to work with the client (researchers creating a toolkit to improve the online services that charities and help-giving organisations deliver) to uncover what software would be valuable to them. Returning to development, I work with the team at all levels of our MERN stack, prototyping & presenting solutions, before collating feedback and deploying new iterations of the toolkit.

PROJECTS

Generative music application

Standalone Java application developed in Processing3. Architectural design, implementation, documentation, and qualitative surveys of app users were all self-directed and solo-developed, in sprint-based, iterative & incremental development cycles. A focus on feedback for ease-of-use and intuitiveness allowed users of multiple skill levels to appreciate and enjoy generating their own music, as demonstrated through follow-up interviews.

Java and XML open-source MMORPG, Stendhal

Worked first as part of, and then lead, a small team to bug-find, add gameplay features, and develop tests in JUnit, while keeping the project in sync through Git.

University Game-Dev Society

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.