

# 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 Computer Science (Human Computer Interaction): **1st Class Hons** at The University of Manchester — *Received the Professor's Prize for Outstanding Performance in 3rd Year*

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: <b>Java</b> <b>React/CSS/HTML</b> <b>Python</b>	Created <b>UI mockups, wireframes, and demos</b> in <b>Sketch &amp; Adobe Packages</b>	Very strong <b>communication</b> skills from background in speech and drama	Understanding of <b>agile development practises</b>
Experience in: C++ C# mongoDB/Django	Understanding of <b>human factors methods</b>  Practised <b>writing user stories</b> & reports	<b>Teaching-level qualification</b> from LAMDA (London Academy of Music & Dramatic Art)	Strong <b>organisational skills</b> , in <b>leadership roles</b>  <b>Self-starting</b> and <b>self-directing</b>

## 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.