

# DANIEL CROWE

## PROGRAMMER

### PERSONAL STATEMENT

I am a student set to graduate with a BSc Mathematical Sciences degree in Summer 2019. During my experiences in education and professional work, I have been self-motivated, hardworking and have responded well to new challenges. I am currently looking to start a career in game development, combining my love of games and game design with the technical skills I have been developing over the last few years.

### CONTACT DETAILS

Mobile: 07857-362-010  
Email: [danielcrw97@gmail.com](mailto:danielcrw97@gmail.com)  
Portfolio: <https://danielcrw97.github.io/>  
GitHub: <https://github.com/danielcrw97>

Home Address:  
1 Abbey Meadows  
Chertsey  
Surrey  
KT16 8RA

University Address:  
5 Sladebrook Avenue  
Bath  
Somerset  
BA2 2LA

### PERSONAL INTERESTS

- Games and game design (video games, but also board games and card games).
- Football (both playing and watching).
- Music, playing the drums in my spare time.
- Fiction in all mediums, including film, TV and books.

### SKILLS AND ABILITIES

- Proficient in C++, Java and JavaScript.
  - Comfortable using some open source game engines, notably Unity 5.
  - Strong understanding of multiple areas of game development, notably gameplay, physics and AI
  - Some skill in other languages/technical tools such as HTML, CSS, Python and Haskell.
  - Have previously developed software for both Windows and Linux.
  - Experience working in an Agile software environment, including working in a ticket based sprint system and contributing in daily stand-up meetings.
  - Skilled in writing documentation (both public and internal) for professional software, for both technical and non-technical personnel.
  - Able to manage the time constraints of professional development.
  - Excellent IT skills, not only in using Microsoft Office but including the use of other documentation tools (e.g. markdown in Atlassian products such as Confluence).
  - Ability to work in a team day to day, bouncing design idea off each other.
- Some examples of these skills can be found on my personal page/portfolio at <https://danielcrw97.github.io/>

### CAREER HISTORY

#### Software Developer

*IDBS (July 2017 - July 2018)*

- Worked on features and fixed bugs for a multi-dimensional spreadsheet application.
- Wrote maintainable code in a variety of languages including Java, JavaScript, C++.
- Reviewed my peers code, and had my own code reviewed to a high standard.
- Added to a very large code base, including working with difficult legacy code.
- Took part in the design of feature implementations.
- Wrote technical and non technical documentation to explain the product.
- Worked closely with a team of other developers as well as support staff, communicating consistently.

#### Waiter

*Boathouse Bar and Restaurant (July 2013 - March 2014)*

### EDUCATION

#### University of Bath

*BSc in Mathematical Sciences, Graduating in Summer 2019*

- Heavy mix of computer science and maths (about a 60/40 split respectively).
- Learnt a mix of theory and practical skills.
- Aiming for a first class result.

#### Salesian School, Chertsey

*A Levels, Completed in Summer 2015*

- A\* in Maths
- A\* in Further Maths
- A in Psychology