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

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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++, C# 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