

Daniel Kirwan

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Personal Profile

I am a highly enthusiastic, flexible and reliable individual, who can provide high quality output either individually or as part of a larger team. Forward looking, able to research and create projects in my own time outside of University. I am looking for a new challenge in the field of Web/App development.

Education History

City University of London

BSc Computer science with Games technology

Sept 2015 - Present

Second Year (current):

Average: 64%

First year Modules:

Average: 74%

Redbridge College, Redbridge

BTEC level 3 in computing and IT
D* D* D (Equivalent of A* A* A at A-level)

Sept 2013 - July 2015

Redbridge College, Redbridge

BTEC level 3 in teacher training and education
Pass

Jan 2015 - Apr 2015

Pensby High school for Boys, Wirral

10 GCSE'S including Maths & English (B – C)

Sept 1999 - July 2001

IT Skills

Programming Languages:

JavaScript	(intermediate)
HTML	(intermediate)
CSS	(intermediate)

React	(beginner)
C++	(beginner)
C#	(beginner)

Suites:

Microsoft Office	(intermediate)
Unity	(Beginner)
Github	(Beginner)

Unreal engine	(Beginner)
Source Tree (Version control)	(Intermediate)
Visual Studio Code	(Beginner)

Projects

Website: After completing a BTEC unit on web development, I decided to create my own website that displays my interests and hobbies. In order to do this, I researched how to develop my HTML and CSS skills and trained myself until I was able to create the website: www.dangrygames.co.uk

Projects:

I have recently added a University project to my site here: <http://bit.ly/2Pg3ei7>

This project was created using bootstrap for the responsiveness of the site, I use PHP and SQL for the database actions. The passwords are encrypted using a PHP method. The game reviews and news section of the site are powered by an API from the gaming website Gamespot.

I have a few game projects that I have been working on in my spare time which includes a block breaker style game, a space invaders style game both using C# and the Unity game engine but also a starting room escape game using C++ and the Unreal 4 engine. They can be played at www.dangrygames.co.uk/portfolio.html

I have just completed a module for university Advanced Games tech that got me to use OpenGL to create a 3D game from scratch. The game is very basic but all the classes and programming for the game is mine. The programming was done using C++.

You can find my GitHub repositories here: <https://github.com/danielkirwan>

Career History

Adyoulike UK, London

June 2017- Current

Lead Integration support UK/ANZ

I am responsible for creating and designing Adyoulike UK's native ads that are delivered across Adyoulike's leading publisher network.

This includes the set up and follow up support for new and existing integrations, this leads to the debugging of integration issues that may arise, and I must keep a log of how the error was fixed.

Created a new ticketing system that makes it easier for the team to track and update new requests alongside any issues.

I help update and maintain the Adyoulike.com website using a repository on GitHub.

Designed and deployed an integration document for Adyoulike to send to new and existing clients that has a more professional standard.

Redbridge College, Redbridge

Sept 2014 – July 2016

Facilitator

In this role, I was required to ensure that the students in my lessons were focused and understood the work that they were tasked with completing. I did this by working with other lecturers in the IT department to get their feedback on the student's current tasks and through creating lesson plans to help the students complete the required work. I also helped the students improve their Maths and English abilities by including tasks and group work in the lessons. This job developed my research skills through researching topics to create interesting and engaging lesson plans. This also helped me with my planning and time management skills as I only had a certain amount of time for each part of the lesson.

02 Brixton Academy, Brixton

Sept 2015 – Dec 2015

Bar Staff

I was responsible for serving customers in a busy, high pressured music environment and was required to undertake stock checks for the bars at the venue prior to any shows starting. I developed excellent customer service skills through interacting with customers and offering advice regarding the products. My attention to detail skills were utilised when stock taking and recording stock levels after each concert.

Glass Tech UK, Wirral

Sept 2012 – July 2013

Glass repair technician

I was responsible for generating new clients for windscreen repairs. This required cold calling many different companies on a daily basis which developed excellent communication skills. I also arranged meetings with business owners to discuss potential work which gave me excellent experience of liaising with clients. I also gathered the relevant information to invoice clients for work which required a high level of attention to detail to ensure all clients received the correct details on their invoice. I was also responsible for the actual repair of the cracks and stone chips to the vehicles.

Screen Medic, Wirral

June 2010 – Sept 2012

Glass repair technician

I started this business with some help from family members and I found clients by advertising in local magazines, newspapers and through distributing leaflets. I was involved with dealing with the insurance companies of my customers which required me to collect the customers, name, address, insurance company details and phone number. I developed excellent time management skills, as I had to be aware of where and when my appointments were. This job taught me the importance of customer satisfaction as I needed to ensure that my services were good enough to generate repeat business.

Lock Medic, Bognor Regis

Aug 2009 – June 2010

Locksmith

I was responsible for emergency call outs to fix locks at any time of the day and was required to change locks for residents and commercial customers. I was responsible for ordering new locks for the customers, ensuring the correct size and type of lock was ordered. This role required me to work with a wide range of customers and demonstrate a methodical approach to my work.

Personal Interests

I enjoy playing computer games and have a passion for reading Sci fi and fantasy novels. I regularly read books, whether it be a physical book, on my kindle or on my phone.

References

References are available upon request.