![A black background with a black square

Description automatically generated with medium confidence]()**DARREN KIDBY**

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I am a hard-working BSc (Honours) Creative Computing Graduate that always want to have a high standard of work. I am a motived worker that works well in groups. I am open to working remote, on-site and hybrid.

**Education**

2019-2023 | BSc (Hons) Creative Computing | Second Class Honours Grade 1

Software Development Tools | Computer Security | 3D Light and Rendering | Data Visualisation | Project Management | Mobile App Development | Multimedia Databases | Integrated Marketing | 3D Animation and Transmedia | Final Year Project

In my final year project, I created a game using Unreal Engine. This was my independent study where I had to have weekly meetings with a supervisor.

I didn’t know much about Unreal Engine when I first decided to use it so I thought it would be a great learning opportunity. I created a game with 10 levels and one free roam map.

I successfully completed two certifications during my flexible semester. These certificates include Adobe Photoshop and Adobe Animate.

2018-2019 | QQI Level 5 Multimedia Production | All Distinctions

**Experience**

09/2021 – 10/2021 | Web Developer Intern | Work Experience

2Cubed is a web development company that uses WordPress and ecommerce for their websites. They are located in New Ross, County Wexford.

For my flexible semester I completed 6 weeks of work experience with 2Cubed. The work experience was originally planned for 12 weeks but changed to 6 weeks due to a rise in covid cases.

My roles at 2Cubed were:

* Proofreading the websites. I had to this to check see if there were any mistakes.
* If I found any mistakes, I had to fix them.
* Fixing broken links and updating pictures and text were the main updates to a website that I had to do.
* I had to check if the SEO of each website working, and if not, I would report back to the coders to fix it. This was all done using WordPress and Elementor or Divi.

06/2019 – 08/2019 | General Operator | Temporary

Clarks Distribution Centre is a shoe distribution centre, located in Street, Somerset, England. My roles were:

* Pick shoe boxes from the shelves and place them on the conveyor belt.
* Place shoe boxes on the shelves to be picked and pack the shoes boxes into bags and boxes.

**Skills**

Leadership and Teamwork Skills

* I was the student representative of my class in my course BSc (Hons) Creative computing for 4 years.
* In a few modules in both my level 7 and 5 courses I had to work in various teams, which included:
  + Creating an application.
  + Marketing a fake company.
  + Creating and presenting team PowerPoints.
* I led team meetings with my team for my project management module.

Communication and Presentation Skills

* I had to present to the class on multiple occasions and listen to any feedback that was given back to me to further improve my presentation skills.
* During group projects I learned how to develop my communication skills by giving feedback and proposing different ideas to improve the project as well as listening to others feedback to my proposals and their own ideas.
* As a student representative I had to listen to classmates’ issues and if any arose, I had to communicate with the lecturer or year head about the issue.

Computer Skills

* I had to learn various software during my time in both courses. These include:
  + Adobe Photoshop, Illustrator, Animate, Dreamweaver, XD, and InDesign.
  + Aswell as Unity, Unreal Engine, Blender, Autodesk Maya, Mudbox, Shotgrid, Brackets, SQL Developer, MySQL, MongoDB, R Studios, Microsoft Word, PowerPoint, Excel and Agile.
  + Aswell as programming languages like HTML, CSS, JavaScript, Linux, R, and Kotlin.

Organisational and Time Management Skills

As my courses were both mostly continuous assessment, I had to have great time management and organizational skills to keep up with all the projects that were due.

**Interests**

* I like creating games using Unreal Engine. In my spare time I like to go on Unreal Engine to learn new things, I also like to go onto Blender to try make a 3D model for the games.
* I enjoy creating characters and writing stories about these characters.