Oliver Guiry-Neen

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I am a friendly, confident and cooperative person. I am a very fast learner and have a range of skills from previous employment. I always work to the best of my abilities and I am always prepared to learn new skills and improve on current ones. I have a strong passion for computers whether it be repairing them, building them, or seeing how the biggest companies are using computers to innovate the tech industry.

EDUCATION AND QUALIFICATIONS:

2016 - 2019 Bradford College University Centre

BSc (Hons) – games and digital media. 2.2

2014 – 2016 Bradford College

Level 3 National Diploma in IT creative media production and games development

Maths pass

2009 - 2014 Immanuel College

English: C

Science: B

Science: A

Citizenship: B

Graphics: B

ICT: Distinction

Art :Distinction

Creative Media: Merit

EMPLOYMENT:

2015 - 2016 Wilko, Leeds trinity

Cashier and sales assistance.

In my job I had to work on the tills, serving people and I also had to help any customers with any queries about Wilko, products we sell and our delivery options.

FullBoar

Lead level designer

2017 - 2018

My role was to create the main level for a VR medieval tavern game while leading other people on the team to make sure the level met the requirements set.

TCS

2019 - Present

Software Developer/Lead

My current role in which I am a lead developer working with my client on various projects overseeing and completing of API’s, Data models, TDDs and leading a team with 2 members based offshore in India.

INTERESTS: My hobbies consist of, level design, building/repairing computers, creating cutscenes for video games, researching new technologies in the tech industry. My portfolio can be seen here https://oliverguiry-neen.wixsite.com/portfollio

REFEREES:

Can be asked upon request.