Euan Goodbrand - Stafford, UK

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Education

- **BSc in Computer Science**   **University of Sheffield**   *Sheffield, UK*   **09/2020 - 06/2023**

First Class honours predicted. Relevant Courses: Software Hut (92%), Introduction to Software Engineering (91%), Text Processing (89%), 3D Computer Graphics (87%), Finance and Law For Engineers (85%), Devices and Networks (84%), Web and Internet Technology (82%), Functional Programming (79%).

- **AA Foundation Award in Architecture**   **Architectural Association School of Architecture**   *London, UK*   **09/2019 - 06/2020**

Architectural Design

- **A-Levels**   **Denstone College**   *Derbyshire, UK*   **09/2017 - 06/2019**

Mathematics, Physics, Design Technology

Technical Skills

- Java | Python | C++ | OpenCV | | MYSQL | OpenGL | Git | VEX | OOP | Houdini | JUnit | Unit Testing | VFX
- FX TD | Agile Development | Graphics | Backend | Microsoft Office

Soft Skills

- Proven ability to lead a team to meet client specifications (see awards) | Effective Communication | Problem-Solving | Highly Creative
- Strong Time Management | Constant Learner | Adaptive | Leader

Technical Projects

Procedural Modelling for Sandbox Games: **Java, Python, Maven**
- Conducted a research project to explore algorithms for producing dungeon levels in games.
- Utilised Java, Python, and Maven to create 3D models and textures for dungeon levels through procedural modelling using state-of-the-art algorithms from relevant white papers.
- Successfully developed enjoyable, playable dungeon levels in sandbox games, enhancing game design and user experience. User testing and feedback were positive, showing successful completion of the specification.

Online Extenuating Circumstances Management Website: **Bootstrap, Ruby on Rails, MVC**
- Identified a need for a system to manage extenuating circumstances in a flexible workplace. Led a team of engineering students to create an MVC Ruby on Rails-based system.
- Utilised Agile Development practices, Bootstrap for design, PostgreSQL for data management, and Capybara for software testing. Ensured secure transfer of sensitive data.
- Delivered a successful project that satisfied the client, who highlighted leadership and software testing skills.

Mentor-Mentee Website: **Ruby, HTML, CSS, and SQLite3**
- Identified a need for a streamlined platform to connect university mentees with mentors.
- Developed a web application named the Mentor-Mentee Matching System. Leveraged Ruby on Rails, HTML, CSS, and SQLite3 to create an intuitive interface and efficient matching algorithms.
- Facilitated easier, more efficient mentor-mentee connections, enhancing students' academic journeys.

Card Shuffling Product: **C++, Embedded Software, aREST (Javascript, HTML, CSS)**
- Preventing card shuffling cheating necessitates a unified hardware-software solution.
- Utilised C++, aREST interface, servo motors, and microcontrollers to build a product that merges embedded systems, web development, and 3D printed iterative prototyping with jam detection using ultrasonic sensors.
- Successfully created a system that prevents cheating in card shuffling without damaging cards.

Awards & MOOCs

- **Python Programming Masterclass**: Completed a course on Advanced Python Programming, Udemy.   **(2020-2021)**
- **Software Hut Prize (Client)- University Of Sheffield:** This prize is awarded annually to a student in recognition of software development for a real-world client to develop the most effective software, following an agile development process within a team in close collaboration with their client**.**   **(2021-2022)**
- **Design Technology Award**: Awarded to the top student in Design and Technology at Denstone College. The only student ever to achieve this award for both years of the course.   **(2017-2019)**

Interests

- **3D Printing**: Often design and create 3D prints. Interested in prototyping for product design but also sometimes just for fun.
- **Visual Effects**: Strong interest in VFX and graphics systems and creating visual effects using code and procedural generation techniques.
- **Card Games**: A passion for card games enjoying the competitive nature, thoughtful decision making and over-the-table fun.
- **Chess**: Began playing chess over lockdown, resulting in thousands of games played since.