



Glen Ward

Digital
Developer
@ ESB



ABOUT ME

I am passionate about technology and how it can deliver meaningful experiences to customers. I am committed to my own learning and growth by staying up to date with the latest trends in cloud and full stack web development. Over the years, throughout my project experiences I have developed a strong dev ops acumen. I have worked mainly with moving business on-prem installations, which are internal servers hosted by IIS and all require a manual approach to maintain and moving these to cloud azure solutions, this required setting up pipelines, automated tests, etc.

I care deeply about contributing to education and have run multiple summer camps with the aim of teaching local kids how to code through video games and robotics. I believe gamification is an underused methodology in education that I identified while running the workshops, it is because of this I decided to pursue this further by developing my Masters Thesis. I am currently still working on this in my free time with the aim of anybody being able to play the game and learn basic programming principles in the process.

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EXPERIENCE

Digital Developer, ESB

Full Time, July 2018 - Present

Working within the IT Services department, I am part of a highly motivated and skilled team of IT Professionals working to achieve maximum value for our customers and all our IT investments across a range of technologies. I deliver as part of our agile process which includes the scoping of work, estimation of time to completion and delivery of high quality code within the estimated timelines.

I am a member of 2 teams in ESB:

- the App Dev team, who are responsible for delivering and supporting all digital projects and solutions across ESB Group.
- the Digital Factory team, working on a number of external websites built on .NET, ASP.NET Core MVC and the Sitefinity CMS. I am also be required to integrate front end design deliverables using Bootstrap, SASS, CSS. Being fullstack developer is critical to this team.

Lecturer, National College of Ireland

Part Time, June 2017 - August 2019

During my time as a Lecturer at NCI, I:

- Lectured students on a variety of modules taught within the School of Computing.
- Preparing new course content and tutorials, identifying ways to help keep students engaged, like using Quizizz after each tutorial to gather data on how well each class grasped the related content.
- Set, correct and give written feedback throughout each module and engage in second marking for end of semester examinations and projects.

Teaching Assistant, National College of Ireland

Part Time, July 2016 - December 2017

During my time as a Teaching Assistant at NCI, I:

- Supplied extra help to students both in and outside of class time.
- Organized and delivered extra classes for several different courses/modules.
- Gave one to one session with students to help them with projects or course content.
- Run online classes for students to help teach course content.
- Acted as online learning producer providing structured feedback in order to help lecturers improve their delivery.
- Lab assistant to Lecturer during labs, help students with their tutorials to ensure they understand the course material.

EDUCATION

Dublin Institute of Technology

MSc - Level 9, Creative Digital Media in Digital Games, First Class Honors

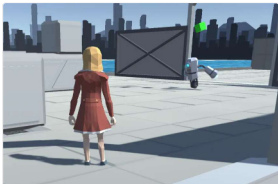
2016 – 2018

Prepared me to become an innovator in many exciting fields. It provides a multi-disciplinary and well-rounded education in game conception, design and manufacture, uniquely building on the combined expertise of the Digital Media Centre, and the Schools of Media and Computer Science.

Provides a thorough grounding in the core skills and knowledge of digital media and gaming technologies and offers specialist production techniques dedicated to the specific needs of digital media. The course is designed to advance students' employment potential and addresses the specific needs of employment in the various industries.

Specialization: Game Development

Modules: Information Modeling, Authoring Principles, Digital Media Tools, Design Practice, Production. Games Design, Games Programming, Project Definition & UX Treatment



Else If();

Master Thesis, First Class Honors

[View details](#)

National College of Ireland

BSc - Level 8, Computing, First Class Honors

2016 – 2018

NCI's innovative BSc (Honors) in Computing provided me with programming and advanced problem-solving skills, to create software applications that solve real-world problems. This exciting course exposed me to areas like games programming, software development, cybersecurity, artificial intelligence/machine learning/vdata analytics, internet of things, digital business transformation. In addition, I learned how to apply software engineering principles to develop software applications that may be deployed in the web and on mobile devices. I also developed your problem-solving, teamwork, creativity and communication skills.

4th Year Specialization: Game Development

Modules: Applied Artificial Intelligence, Computer Graphics Design and Animation, Change Management, Network Programming and Distributed Systems, Strategy Management, Advanced Programming, Wireless Networking, Introduction to Artificial Intelligence, Computer Architecture, Operating Systems, Object Oriented Programming, Advanced Databases, Business Entrepreneurship, Software Engineering, Advanced Internet Technologies, HTML & Web Design.



New Age of the Dead

Final Year Project, First Class Honors

[View details](#)

SKILLS

Programming Languages

[C#](#) [Java](#)

Web Programming

[HTML5](#) [CSS3](#) [JavaScript](#) [PHP](#) [jQuery](#) [Gulp](#) [XML](#) [XSL](#) [MVC](#) [SASS](#) [XPath](#) [Spring](#) [Maven](#)

Tools & Frameworks

[Azure Suite](#) [Dev Ops](#) [Cordova](#) [Android Studio](#) [PhoneGap](#) [Eclipse](#) [MySQL Workbench](#) [Oracle](#) [Unity](#) [Unreal Engine 4](#)

[Object-oriented Software Engineering Concepts](#)

RECOMMENDATIONS



Glen and I worked together for our MSc project. He's a hard working individual and an excellent team player. He excels at problem solving and is a very strong programmer. Together we achieved a 1:1 degree for our Masters Thesis.

- Josephine Andrews - Technical Solutions Consultant EMEA & LATAM at LinkedIn