

Kieran Adcock

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Portfolio

Please visit my portfolio to get a better idea of my experience and personality!
Visit at www.kieranadcock.com

Personal Profile

- Creative and determined game developer with 3+ years experience programming, scripting and working with game development tools.
- Currently in my 4th year of University at Abertay University.

Education

Abertay University, Dundee

SEPTEMBER 2016 - PRESENT

(BSc) Computer Games Applications Development

- Strong background in C++/C# Object Oriented Programming & data structures.
- Learned much about the development cycle and have experience working within a multidisciplinary team in my 3rd year professional project where we created a game for Edinburgh Zoo at industry level.
- Knowledge of TCP/IP and UDP network programming techniques.
- I have created full game prototypes in both Unity and Unreal Engine 4 along with full documentation of said prototypes.
- Experience in hardware architecture developing games on the playstation vita using C++ and libraries such as box2d and SFML.
- I have worked in OpenGL and DirectX to create graphics based applications.
- Experience creating Artificial Intelligence all the way from state machines to neural networks & genetic algorithms.
- Developed a machine learning facial expression/emotion classifier using ML.NET and Dlib library.

Fortrose Academy, Fortrose

AUGUST 2010 - JUNE 2016

Cfe Higher Business Management - A

Cfe Higher History- A

Cfe Higher Admin & IT - B

Cfe Higher English- B

Cfe Higher Modern Studies - B

Cfe National 5 Mathematics - B

Experience

The Sutor Creek, Cromarty - Pizza Chef

MAY 2014 - SEPTEMBER 2016, APRIL 2017 - SEPTEMBER 2017

- Working in a high paced work environment has allowed me to be able to adapt quickly and successfully to changing situations and environments.
- I am able to keep calm when things go wrong and think quickly when faced with unexpected difficulties.
- Working in a small business allowed me to gain a good understanding of how much the impact of my actions can have upon the team and the business and how important it is to be flexible.

Apex Hotels, Dundee - Kitchen Porter

NOVEMBER 2018 - SEPTEMBER 2020

Skills

Technical Skills:

- Object orientated design
- C++, C#, HLSL
- DirectX11 and OpenGL
- Networking
- Unreal Engine 4 and Unity
- Artificial Intelligence
- Source Control
- Documentation

Personal Skills:

- **Determined** not only in academia but in my personal life as well, I am driven to complete goals and objectives.

- **Experienced working under pressure** from working in fast paced, stressful environments such as kitchens to dealing with large workloads in academia.

- **Strong interpersonal skills** gained from working in small businesses and in large teams with multiple disciplines.

Awards:

- Participated in the Coca Cola game jam in 2017 where our game was a winner in both categories, Best Playable Prototype and Best Concept.
- Participated in the Quack From Home Hackathon where my application placed in the top 3 submissions which included a first place cash prize.