**Keith Michael Mulqueen**

**Resume**

**GENERAL INFORMATION**

Address: Gangnam-gu, Seoul

Email: [keithmmulqueen@gmail.com](mailto:keithmmulqueen@gmail.com)

Phone no: +353872396163

Website: EDITTTTTTT

**SKILLS**

High Level Computer Game Development and Design

Awarded Bachelor of Science

High Level Programming Languages

C++, Java, C, C#, HTML, CSS, Game Maker Language

Expert Level 2D Pixel Art

Experience with MS Paint, Pixel-based Video game Artwork experience

High Level Drawing and Animation

Wacom drawing tablet experience, Sketch work, Animation experience

Very High Level Human Computer Interaction

Attended HCI Module, Visual Impairment Game design experience

High Level Website Development and Creation

Attended Website Infrastructure Module, Developed 3 Websites

Expert Level Narrative illustration and Creative Writing

Narrative Concept Art experience, Blogs and report writing experience

Very High Level Creative Concept Design

Creative aspiration, Unique game mechanic design and gameplay ability

High Level Story Writing

Written multiple short stories, strong narrative thought process

Good Level Marketing and Business Skills.

Completed 2 Marketing Modules

**EDUCATION**

Video Games Development B.S. @ ***University of Limerick***

Attendance: 2010 - 2015

Key Modules: Computer Graphics, HCI, Games Programming, Web Infrastructure, Software Design & Architecture, Game Modelling Design, Project Management, Marketing, How Young People Learn, Distributed Systems, Software Testing & Inspection, Data Structures & Algorithms.

Final Result: EDITTTTT QCA score

Reference: Michael Coughlan (FYP Supervisor), [Michael.Coughlan@UL.ie](mailto:Michael.Coughlan@UL.ie)

Secondary School Education @ ***Coláiste Mhuire, Askeaton***

Attendance: 2003 – 2009

Key Classes: Art, Technical Drawing/Graphics, Physics, Engineering, Computers, Mathematics.

Final Result: 415 Leaving Certificate score

Primary School Education @ ***Ballybrown National School***

Attendance: 1996 - 2003

**WORK EXPERIENCE**

Stockroom Assistant @ ***Brown Thomas, Limerick***

Attendance: 2008 – 2012

Responsibilities: Managing Deliveries and distributing new stock across store.

Reference: Liam Dwan (General Manager), [onlinecustomerservices@brownthomas.ie](mailto:onlinecustomerservices@brownthomas.ie)

Stockroom Manager @ ***MAC, BT Limerick***

Attendance: 2012 – 2015

Responsibilities: Managing Deliveries, recording discrepancies and organising stockroom.

Reference: Jenny Clear (Manager), [jennyclear2@gmail.com](mailto:jennyclear2@gmail.com)

**ACCOMPLISHMENTS, ENTRIES & AWARDS**

Academic Achievements

2007 Gaisce Bronze Presidents Award

2006 Anois Leadership Course

2003 Academic Achievement Award (Ballybrown NS)

Programming Achievements

2015 Virtuo: C++ game developed for Visually Impaired players

2015 My Online Portfolio: HTML & CSS Website

2014 Zooscape: Java Turn based adventure game

2014 Conway’s Game of Life Remake: C DOS command line program

2012 Java Property Tax Calculator

2012 Piggy Game: Game Maker Scripting language platform game

2011 C# & XML Chopper Command Development Anniversary entry

Current Developed multiple projects & games (C++, Java, C, C#, HTML, CSS & GameMaker Language)

Current Multiple Gaming Concepts designed

Art Achievements

2015 Sha Bu Hyang character concept design completion entry

Current Multiple Gaming Artwork and Sketch Drawings completed

2014 Concept Models Designed using 3D Modelling program Blender

2009 Secondary School art student representative entry

Sporting Achievements

2014 Korean Tigers Training & Demonstration

2009 Limerick U18 Hurling Divisional Medal

2006 Ballybrown U16 Hurling Championship Trophy

My Website

For more detailed information about my projects and work please visit my website above.