**Keith Michael Mulqueen**

**GENERAL INFORMATION**

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**SKILLS & QUALITIES**

High Level Computer Game Development and Design Skills

I have developed a number of different 2D and 3D games in multiple different languages, and have worked both in teams and independently on the development, testing, music, story-writing and gameplay.

Amazing Programming Skills using Multiple Different Languages

I have worked with many different programming languages including: C++, Java, HTML, CSS, C, C#, Python and the Game Maker Language.

Exceptional Time Management Skills

I have made it a habit of mine to plan ahead of all deadlines. I always aim to achieve the highest output with the best possible results.

Wonderful Teamwork Skills

I have enjoyed making projects both independently and as part of a team. I value the practice of giving and receiving both clear and helpful feedback. I have worked on many group assignments and programming projects as part of a team.

Fantastic Problem Solving Skills

I have worked very hard at solving problems in the cleanest and most creative ways possible. Especially when it comes to programming, it is important to think outside the box to find innovative ways of achieving difficult things.

Passionate Work Ethic and Determination

When working on a project, I instinctively focus all my time and effort into achieving the best results. I like to think I bring an inspiring morale into every work place with my upbeat attitude and punctuality.

**EDUCATION**

2010 – 2015 Video Games Development B.Sc. @ ***University of Limerick***

Key Modules: Games Programming, Computer Graphics, HCI, 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: 2.56 QCA score

2003 – 2009 Secondary School Education @ ***Coláiste Mhuire, Askeaton***

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

Final Result: 415 Leaving Certificate score

**WORK EXPERIENCE**

English Kindergarten Teacher @ ***Butler Kindergarten & iGarten, Gangnam, Seoul, South Korea***

Attendance: 2015 – 2017

Here I worked closely and patiently with young students. I created class plans, graded papers, corrected homework and thought multiple classes within strict deadlines. Working with a team of teachers from diverse backgrounds we were able to develop an amazing learning environment for students.

Stockroom Manager @ ***Brown Thomas & MAC Cosmetics, Limerick***

Attendance: 2008 – 2015

Whilst working here, I played a role in receiving and delivering shipments to the stores from gates. It was important that I double checked all the orders, and recorded discrepancies. This job took a lot of precision and focus which I kept with me. This job required a lot of time management and planning skills to do effectively.

**ACCOMPLISHMENTS, ENTRIES & AWARDS**

Programming Achievements

2017 Alphatures RPG Project: Multi-Threaded C++/SDL2.0 developed with AI elements

2017 LittleGame: Short C++/SDL2.0 developed

2016 PongAI: C++ game developed using Pathfinding AI

2015 My Online Portfolio: HTML & CSS Website

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

2015 KART RPG: Group project developed in C++ language

2014 Elder Scrolls Game: ES Creation Kit group assignment completed

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 Big Piggy Game: Game Maker Scripting language platform game

2011 C# & XML Chopper Command Development Anniversary team group entry

Art Achievements

Current Updating online Art and Music portfolios

2017 Alphatures: 2D Graphics, Sound library, Music and Story all developed personally

2017 LittleGame: 2D Graphics, Sound library and Music all developed personally

2016 PongAI: Sound Library and graphics all developed personally

2016 Short Opening animation w/ theme song for personal Youtube channel

2015 Sha Bu Hyang character concept design completion team: Group entry

2015 Virtuo: Sound Library developed for Visually impaired players

2014 Concept Models Designed using 3D Modelling program Blender

2012 Big Piggy Game: Entire graphics developed personally

2009 Represented my Secondary School in art entry for my final year

Sporting Achievements

2014 Korean Tigers Training & Demonstration

2009 Limerick U18 Hurling Divisional Medal

2006 Ballybrown U16 Hurling Championship Trophy

**REFERENCES**

Art Portfolio https://celtrox.deviantart.com/

Music Portfolio <https://soundcloud.com/keithmulqueen>

Programming Portfolio https://github.com/keithmulqueen

All other references or transcripts are available on request.