Liam Treacy

Curriculum Vitae

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WORK EXPERIENCE

Eddie Rockets, Carlow: Date: Nov 2024 – Present Title: Waiter

- Taking orders from customers, and payment handling of cash and card
- Assisted with mobile app queries and daily cleaning of the diner
- Pouring drinks and delivering them to the customers
- On April 19th, 2025, I was awarded Employee of the Quarter Q1 2025

Krispy Kreme, Circle K Tinryland Date: Jul 2022 - Sep 2023

Title: Retail Assistant

- Maintained high standard store hygiene and performed stock checks every morning and every evening
- Served customers and boxed up their donuts
- Handled card payments and queries on allergens

Rejuice Ltd, Bagenalstown Date: Mar - May 2024

Title General Operative

- Fixed-term position
- I would box up the vape juice and stack them onto pallets, ready for delivery
- As part of the evening shift after college, we would do a stock take of how many bottles were produced
- Cleaning the workspace

EDUCATION

SETU Carlow

BSc in Computing in Interactive Digital Art and Design (SE608) 2023 – 2027 | GPA: Year 1 – 69.58% | Year 2 – 67.08%

Borris Vocational School 2017 – 2023

Achievements

- Student of the Year Nominee (2023)
- Member of Debs Committee and Meitheal Programme

TECHNICAL SKILLS

Visual Studio and C++: First year programming software and language we used for Introduction to Programming and Object Oriented Programming

Adobe Suite: (Photoshop, Animate, Indesign, After Effects) Used for designing, animation and bringing life to projects across modules like 2D Digital Art, Concept Art for Games and Animation Principles

Autodesk Maya and Blender: Currently using for 3D modelling in Introduction to 3D Digital Art

HTML, CSS, JavaScript: Used for constructing websites and creating desktop games in Human Computer Interaction, Interaction Design and UI Programming

Svelte: Used for constructing websites in Web UI Design (65%)

Penpot: Design software used for creating interactive prototypes in User Interface Prototyping and Design Psychology

COLLEGE MODULES

Human Computer Interaction (80%) Introduction to 2D Digital Art (61%) Communication Skills (78%) Mathematics For Graphics (75%) Introduction To Programming (43%) Game Design (84%) Interaction Design (76%) Concept Art For Games (82%) Introduction To Data Analytics (68%) Object Oriented Programming (73%) User Interface Programming (61%) Animation Principles (66%) Project Management (68%) User Interface Testing (70%) Design Psychology (73%) Web User Interface Design (65%) Introduction To 3D Digital Art (69%) User Interface Prototyping (70%)

ABOUT ME

I am a second-year student at SETU Carlow studying Computing in Interactive Digital Art and Design, aiming for a career in animation. In this course I use creative and technical skills gained from modules in programming, 2D/3D animation, and user interface modules. I currently work at Eddie Rockets and volunteer with Visual Carlow. With additional experience in retail and manufacturing, I'm eager to apply my skills in a professional environment, although I enjoy programming, my main passion is 2D/3D animation and 3D Modelling. In my free time, I enjoy running, going to the gym, cooking, drawing and socializing with my friends. .

ADDITIONAL INFORMATION

- Full clean driving license
- Attended Dingle Animation Festival (March 2025)
- Manual Handling Certified
- Completed multiple 5k charity runs
- Volunteer at Visual Carlow (2025 Present)
- Attended a Brownbag Films seminar in April 2025

REFERENCES

Sarah Dowling – Eddie Rockets Manager | 089 402 0377

John Crehan – Krispy Kreme Franchisee | 086 127 6093