

Oisín Fitzpatrick

Meath, Ireland, A85AW26

Phone: +353 86 374 5291

Email: oisintfitzpatrick@gmail.com

Portfolio Website:

<https://oisinthe ginger.github.io/>

Game Projects:

<https://oisin-the- ginger.itch.io/>

LinkedIn:

<https://www.linkedin.com/in/oisin-fitzpatrick/>



Jobseeker with over 5 years of experience in the IT and digital media. Proficiency in software development in Games Development and Testing using C# in Unity and UML, scripting with Python, web development with HTML/CSS & JavaScript, and experience with SQL.

Education

CPD Diploma in Fundamentals of Computing

2022, CPD Post-Graduate Diploma, First Class Honours

Technological University Dublin, Dublin

To supplement my undergraduate degree and to grant myself the opportunity to pursue a master's degree in the future, I enrolled in this program, where I learned about the fundamentals of computing. I completed courses in Architecture, Operating Systems & Networks (CMPU4062), Systems Analysis & Testing (CMPU4064), Object Oriented Software Development (CMPU4060), Information Systems (CMPU4061), and Web & User Interface Design (CMPU4063).

- **Python**
- **Unified Modelling Language (UML)**
- **Relational Database Design**
- **SQL**
- **HTML**
- **CSS**
- **JavaScript**
- **Bash**
- **Virtual Machines**
- **ERwin Data Modeler**
- **Systems Testing**
- **Systems Design**

Bachelor of Arts in Game Design

2021, 2.1 Bachelors of Arts

Technological University Dublin, Dublin

My undergraduate level education was in the design and development of computer games. Over the four-year duration of the course, I completed many modules ranging from the design, prototyping, production, business, development of games using associated technologies, resulting in a portfolio of work to express my competency. The culmination of this study was in the development of Press Rekord, a 2D action/adventure game which featured a variety of game systems and mechanics including quests, dialogue, enemy AI, boss encounters and user interfaces systems.

- **Unity 3D**
- **C#**
- **Rapid Prototyping**
- **Git / GitHub Desktop**
- **Systems Design**
- **SCRUM Agile Development**
- **Games Production**
- **Games Testing**
- **Remote Development**



Projects

Press Rekord | 2D Action-Adventure Unity Game | Lead Programmer

On Press Rekord, I acted as the lead programmer, where my main contributions were the programming of Quest and Dialogue Systems, User Interface Systems, Player Movement and Combat Systems, as well as the Final Boss Encounter. I created a custom event system, allowing multiple game subsystems to communicate with each other to respond to player actions in achieving game objectives, defeating enemies, and exploring. The game was awarded a first-class honors grade.



Photo | 3D Puzzle-Platformer Unity Prototype | Solo Project

For a course in Prototyping, I created a solo game project within 2 weeks from base to completion, involving design, testing and development of the fundamental game design and its implementation within the Unity Engine. Photo was a 3D puzzle platformer prototype illustrating a unique 'property swap' mechanic, also including physics-based puzzles.



Backup and Auditing System | Linux Bash Scripting | Solo Project

I created a backup and auditing system using Bash scripts in an Ubuntu Virtual Machine as part of assessment for the Architecture, Operating Systems, and Networks course. The project provided a CLI menu for a backup and auditing system, with functionality for scheduling automated backups and system health analysis, storing auditing and system health info into text files for users to access later. I created an automated setup option that installed Apache, crontab, and auditd, and created various directories, assigning them different access groups to simulate a real web development working environment where access control is implemented. I used this project to develop proficiency in the Ubuntu Operating System and Bash Shell Scripting.

Experience

Mountain Warehouse

Retail Assistant/Supervisor, Dublin

October 2019 – July 2021 / July 2021 – October 2021

After working as a store assistant, I was promoted to a Retail Supervisor, where I provided the managerial duties required to operate the store. I provided support for the store manager in cashing the register and preparing bank deposits, assisted in the organization of the store, and supported other staff to maintain high store standards and pursue sales opportunities.

Skills and Software

- Python, C#, JavaScript
- SQL
- HTML/CSS
- Unity3D
- Git/ GitHub Desktop
- Visual Studio Code
- Universal Modelling Language
- Terraform
- SCRUM and Agile Development Methodologies
- Systems Design
- Systems Testing
- Web and User Interface Design
- ERwin Data Modeler
- Ubuntu
- Oracle VM VirtualBox

