

Orrin Blake

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Portfolio Website: <https://orrinblake96.github.io/>

Personal Statement

I am a highly motivated and ambitious person who has just completed a Master's Degree in Creative Digital Media, where I graduated with a first class honours degree. I would like to use my passion for Computer Science as a vehicle for the creation of innovative technologies and media.

Skills

- C# | C++
- Java
- Unity
- JavaScript | React
- HTML | CSS
- Git

Education

Technological University Dublin – MSc Creative Digital Media (Game Programming) - September 2019 – December 2020

First Class Honours Degree (1:1)

Maynooth University – BSc Computer Science and Software Engineering - September 2015 – June 2019

First Class Honours Degree (1:1)

Experience

Software Development Intern at SAP Business Objects Software – (January 2018 – September 2018)

JavaScript | AngularJS | NodeJS | HTML | CSS | Jenkins | MongoDB | GitHub | Docker

- Fixed general front-end bug for SAP's Build application.
- Developed an application prototyping tool and a webpage performance tool using JavaScript, HTML, CSS, and Jenkins.
- Integrated a prototyping tool that allowed failing user scenarios to be screenshot then compared with the last successful build. If any differences were detected, then an automatic email would be sent to the designers who maintained those pages for the problem to be fixed.
- On the webpage performance tool, I worked on creating the UI, mostly built using AngularJS and NodeJS. I implemented many of the interactable graphs and responsive sidebars along with a date range feature that auto-updated all information on the webpage to the set date range.

Projects

ArrowVR (VR Game) --- [GitHub Code](#) --- [Store Page](#)

C# | .NET 4 | Unity | GitHub | Blender | FMOD | Photoshop | Adobe Audition

- VR shooter built for the Oculus Quest using Unity and C#.
- Designed and developed bow & arrow mechanics, game logic, backend save state logic, feedback systems, audio managers, animation states and object modelling.

Toy Trauma (WebGL Game) --- [GitHub Code](#) --- [Store Page](#)

C# | .NET 2 | Unity | GitHub | Blender | Audacity

- Third-Person shooter built using Unity and C#.
- Developed movement and shooting mechanics along with the game loop logic.

- Integrated premade assets such as models then reanimated within Unity.

LEAP Motion Drum Machine (Virtual Drum Machine) --- [GitHub Code](#)

JavaScript | HTML | CSS | GitHub | LEAP Motion

- Virtual drum machine that uses the Leap Motion controller for hand-tracking and interactions.
- Designed and implemented the front-end using JavaScript for controlling interactions and HTML/CSS for feedback.
- Implemented 9 buttons that play imported user sounds along with 3 buttons to control manipulation of different wave types.
- Implemented functions to replicate the effects of certain sound manipulation techniques such as distortion, moog filters and bitcrusher.

Session (Music Events Organiser) --- [GitHub Code](#)

React-Native | JavaScript | HTML | CSS | API's | Expo

- A music based social platform with event searching functionality.
- Designed and implemented the signup and login logic, users link their Spotify account so a sound profile could be created which contained artists that they should follow for event notifications.
- Developed an artist suggestion component which would allow users to select a genre and be given a selection of top artists to add to their sound profile.
- Integrated the Songkick API to get artist event information for both festivals and concerts.