



# DAVID BRENNAN

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## BIO

I am a motivated, enthusiastic and creative student currently studying **BSc. in Computing in Games Development** at **Institute of Technology, Sligo**. I am working with **Unity**, **MonoGame** and **GameMaker: Studio** and specialise in **object-oriented languages**, developing in **C#** and **TypeScript** with a flair for programming and games development.



## EDUCATION

### **BSc. in Computing in Games Development (Level 7) | IT Sligo, Sligo**

2016 – PRESENT

- 2<sup>nd</sup> Year GPA: 84.16%
- 1<sup>st</sup> Year GPA: 81.16%

I am currently a **Student Mentor** at IT Sligo 2018 and was **Class Representative** 2016-2017. I actively participate in several societies including **Games Society** and IT Sligo's Badminton team, competing in **Badminton Intervarsities 2017** and **ISBT Limerick 2017**.

I received **2 awards** by competing in **Games Fleadh 2018**.

### **Leaving Certificate | St. Mary's C.B.S. (Coláiste Mhuire), Mullingar**

2010 – 2015

- Final Score: 330 Points

I was nominated **Student of the Year 2015** by my year head.



## AWARDS

### **Game Studio Ireland Challenge - College Runner Up and Best Windows Platform (UWP) Game | Games Fleadh 2018**

MARCH 2018

Both awards received from Prof. Vincent Cunnane (President LIT) and Stephen Howell (Microsoft Ireland).

### **Games Development - Year 1 Games Competition Runner Up | IT Sligo**

APRIL 2017

Award received from Games Development lecturers Neil Gannon and Paul Powell.



## EXPERIENCE

### **Customer Assistant | Tesco**

AUGUST 2015 – OCTOBER 2016

I developed my skills in a working team environment taking up a year of work at Tesco gaining further insight into the world of business, boosting my interpersonal skills.

## General Assistant | Mullingar Arts Centre

2014 – 2016

I have performed various jobs for the Arts Centre over the years. These included:

- Bartender work
- Reception work
- Ushering
- Front desk cashier work
- Stage lighting
- Stage hand work



## SKILLS

### Programming Languages:

- Proficient in .NET, C# and TypeScript.
- Adept at data structures, algorithms, problem solving, end-to-end coding.
- Learning C++, JavaScript and Java.

### Additional Skills:

- LINQ, WPF and ASP.NET.
- Agile Methodologies.
- Unified Modeling Language (UML).
- Skilled in teamwork, leadership, creative thinking.
- Quick to pick up new languages or frameworks.

### Source Control Tools:

- Git

### Tool Proficiency:

- Microsoft Visual Studio
- VS Code
- Adobe Photoshop
- Adobe Illustrator
- Audacity
- FL Studio
- Paint.NET
- Maya 3D
- Source SDK



## PROJECTS

### Dissonance | C#

MAY 2018 – PRESENT

Project Dissonance is my **final year project** in the 3rd year of my Games Development course, developing in **Unity 3D** and working with **Killing Spraoi**, a team of four highly motivated students from IT Sligo.

### STEEL WRATH | C#

NOVEMBER 2017 – MARCH 2018

Steel Wrath features **smooth tank controls**, tank crew **power-ups**, randomized tank spawns and tank types. I also implemented an **A\* path-finding algorithm** in combination with **custom behaviours** for enemy AI tanks. I undertook all roles necessary on my own.

### Cry of Fear Halloween Collaboration (Custom Campaign) Entry | C++

NOVEMBER 2012 – NOVEMBER 2012

At the age of **15**, I participated in the Cry of Fear Halloween Community Collab using Valve's **GoldSrc** engine in November 2012 and worked with community mappers over **Skype** calls.

The custom campaign was played by many, including YouTube personality 'Markiplier'.



## REFERENCES

Sean Lynch

Director

Mullingar Arts Centre

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Neil Gannon

Games Lecturer

IT Sligo

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