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PERSONAL PROFILE

A diligent, enthusiastic and artistic student currently studying **BSc. in Computing in Games Development** at **Institute of Technology, Sligo**. I work in game engines such as **Unity**, **MonoGame** and **GameMaker: Studio**, specializing in **object-oriented languages**. I develop in **C#** and **TypeScript** with a flair for effective communication, perfecting versatile skills and leading successful projects.



SKILLS

Programming Languages:

- Proficient in **.NET**, **C#** and **TypeScript** with 3 years' experience each.
- Adept at data structures, algorithms, problem-solving, end-to-end coding.
- Learning **C++** (<1 year), **JavaScript** (1 year) and **Java** (<1 year).

Additional Skills:

- **LINQ**, **WPF**, **ASP.NET**, **MVC**, **SQL**, **XAML** and **Angular**.
- **A*** Algorithm, **Entity Framework**, Optimization techniques.
- Experience in **Xbox One**, **Mobile**, **Web**, **VR** and **cloud-based platforms**.
- **Agile Methodologies**, **Scrum**, **Extreme Programming**.
- **3D Graphics**, **vertex** and **particle shader** knowledge.
- High level of expertise in **digital art**, **texturing** and **modeling**.
- Skilled in **teamwork**, **leadership** and **creative thinking**.
- Quick to pick up new languages or frameworks.

Source Control Tools:

- **Git**

Tool Proficiency:

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



EDUCATION

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

2016 – PRESENT

- **2nd Year GPA:** 84.16%
- **1st Year GPA:** 81.16%

As a **Student Mentor** in 2018, I take pride in helping students fit in at IT Sligo. I discussed class group feedback with my lecturers as a **Class Representative** in 2016-2017. In my free time, I like to 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**, I had a lot of fun learning from other competing teams and advice obtained from judging experts. I plan to enter again with a team of 4 in 2019.

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

2010 – 2015

- **Final Score:** 330 Points
- Nominated **Student of the Year 2015** by year head.



AWARDS

Game Studio Ireland Challenge - College Runner-Up

Game Studio Ireland Challenge - Best Windows Platform (UWP) Game |

Games Fleadh 2018 – Digital Programming Festival

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.



PROJECTS

Project Dissonance | C#

MAY 2018 – PRESENT

Project Dissonance is my final 3rd-year project being developed in Unity 3D. My goal is to execute complex game mechanics, make use of 3D camera movements, animation, particle systems, weather-based event system and 3D physics. I aim to be a team player with the role of project lead and gameplay programmer.

Steel Wrath | C#

NOVEMBER 2017 – MARCH 2018

Steel Wrath is a 2D top-down, tank shoot 'em up that features smooth tank controls, tank crew power-up mechanics, procedurally generated tank spawns and tank types. I implemented an A* path-finding algorithm in combination with my own custom AI behaviors for enemy AI tanks. I undertook all the roles necessary for this project and achieved to meet every objective on my own.

Cry of Fear — Halloween Collaboration | C++

NOVEMBER 2012 – NOVEMBER 2012

At 15 years of age, using Valve Software's GoldSrc engine I entered my custom campaign entry. I worked with community mappers over Skype calls and mapped in Hammer which involved map planning with drawn map sketches, scripting, modeling, map brushes and texture mapping. I gained tons of player feedback from this custom-campaign entry, including a reaction from YouTube personality, 'Markiplier'.



WORK EXPERIENCE

Customer Assistant | Tesco

AUGUST 2015 – OCTOBER 2016

I improved my interpersonal skills in a working team environment, taking up a year of work at Tesco, gaining further insight into the world of business. I solved complicated customer queries and was trained in many areas of the workplace being front-end, floors and self-service maintenance.

General Assistant | Mullingar Arts Centre

2014 – 2016

I have taken numerous jobs and performed shows in the Arts Centre over the years. The performing arts has enlightened me to gain confidence and grow not just as an artist but as an individual.

- Bartender work
- Reception work
- Ushering
- Front desk cashier work
- Stage lighting
- Stage handwork
- Acting & Performing
- Singing
- Presentation Skills



REFERENCES

Neil Gannon | Games Development Lecturer, IT Sligo

☎: 087 9231797

Paul Powell | Games Programming Lecturer, IT Sligo

☎: 071 9305709