THOMAS O'LEARY

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EDUCATION

Computing For Games BSc (Hons), Falmouth University   September 2019 – July 2022
Predicted Grade: Second Class Honours Upper Division

SKILLS

Project Management	Jira, Trello, Confluence, Agile
Version Control	Git
Game Engines	Unity, Unreal
Languages	C#, Python, C++, OpenGL, LaTeX

PROJECTS

Castan Language 1, Framework 1, Database, Language 2, Framework 2, DevOps Tooling   GitHub

- Created a XYZ feature to accomplish ABC.
- Retrieved data from XYZ to for ABC.
- Implemented XYZ library for ABC.
- Utilized XYZ that increased A by B%.

Dissertation Language 1, Framework 1, Database, Language 2, Framework 2, DevOps Tooling   GitHub

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OpenGL Terrain Generation Language 1, Framework 1, Database, Language 2, Framework 2, DevOps Tooling GitHub

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HOBBIES

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- Sample bullet point.

WORK EXPERIENCE

Job Title Company	Month Year - Month Year
Job Title Company	Month Year - Month Year
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