

THOMAS O'LEARY

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PERSONAL STATEMENT

EDUCATION

Computing For Games BSc (Hons), Falmouth University
Predicted Grade: Second Class Honours Upper Division (2:1)

September 2019 – July 2022

SKILLS

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

PROJECTS

Castan - Gameplay Programmer (<https://store.steampowered.com/app/1836170/Castan/>)

Steam

- Multi-Disciplinary Team of 12 (Consisting of artists, animators, designers and programmers).
- Primarily communicating between Designers & Animators to ensure implementations are satisfactory.
- Current project being developed - expected release on Steam in May.

Dissertation - Final Year Project (GITHUB LINK HERE)

GitHub

- Aimed to answer the question of "Can an Unknowing Participant distinguish between Multi-Agent Designed and Human Designed Interiors?"
- Created a Multi-Agent system that generated a rooms' interior at run-time using the Unity Game Engine.
- Completed a Turing Style A/B test with the help of 56 participants and analysed collected data for significance using the R programming language.

OpenGL Terrain Generation - Personal Project (GITHUB LINK HERE)

GitHub

- Created an application that procedurally generates a plane of vertices & indices using pure C++ and OpenGL.
- A Perlin Noise library was used to create the effect of natural looking terrain.

EXPERIENCE

IT Consultant - Work Experience

June 2017 – June 2019

TMD Technologies Ltd

Hayes, London

- Shadowed and observed the IT Departments day-to-day work.
- Gained an understanding of how IT systems are maintained in a large business environment.
- Tasked with creating system-wide Outlook shortcuts for staff.

HOBBIES

Kayaking

- Vice President of the Falmouth Student Kayak Canoe Society.
- It's wet.

Scout Association

- Been doing it for years bruvva.
- Not a nonce.