

# THOMAS O'LEARY

+44 7565 402 001

olearythomas01@gmail.com ◇ MAKE LINKEDIN ◇ [www.github.com/thomasoleary](http://www.github.com/thomasoleary)

## PERSONAL STATEMENT

I currently at Falmouth University undergoing my final year in Computing for Games BSc (Hons). Although completing a degree oriented around game development, I am interested in entering the tech industry and landing a role as a Software Developer.

## EDUCATION

<b>Computing For Games BSc (Hons)</b> , Falmouth University	September 2019 – July 2022
Predicted Grade: Second Class Honours Upper Division (2:1)	
<b>BTEC Level 3 90 Credit - Extended Diploma - Creative Computing</b> , Uxbridge College	September 2017 – July 2019
Grade: Distinction*, Distinction, Distinction (D*DD)	

## SKILLS

<b>Project Management</b>	Jira, Trello, Confluence, Agile
<b>Version Control</b>	Git
<b>Game Engines</b>	Unity, Unreal
<b>Languages</b>	C#, Python, C++, OpenGL, LaTeX, R
<b>Soft Skills</b>	Time Management, Teamwork, Communication, Problem-Solving

## PROJECTS

<b>Castan - Gameplay Programmer</b> ( <a href="https://store.steampowered.com/app/1836170/Castan/">https://store.steampowered.com/app/1836170/Castan/</a> )	Steam
• Multi-Disciplinary Team of 12 closely following the Agile methodology - consisting of artists, animators, designers and programmers.	
• Primarily communicating between designers and animators to ensure implementations are satisfactory.	
• Current project being developed - expected release on Steam in May.	
<b>Dissertation - Final Year Project</b> ( <a href="https://github.com/thomasoleary/dissertation">https://github.com/thomasoleary/dissertation</a> )	GitHub
• Researched into the comparison of procedural generation and human design with a focus on room 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.	
<b>OpenGL Terrain Generation - Personal Project</b> ( <a href="https://github.com/thomasoleary/opengl-terrain">https://github.com/thomasoleary/opengl-terrain</a> )	GitHub
• Created an application that procedurally generates a plane of vertices & indices using C++ and OpenGL.	
• Perlin noise was utilised to create the effect of natural looking terrain.	

## EXPERIENCE

<b>IT Consultant - Work Experience</b>	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

- Have a passion for Flat Water Kayaking and a new-found love for Surf Kayaking.
- Elected the Vice President of the Falmouth Student Kayak Canoe Society at Falmouth University. Assisting in coaching and running weekly sessions for both beginner and experienced paddlers.

### Scout Association

- Involved in scouting since the age of 6 and have worked through all sections achieving some of the highest awards. After turning 18, I took on a volunteer leadership role at my local Scout Group.
- Had the privilege of leading a select group of Explorer Scouts to Holland for the 2019 Jamborette to represent our County.