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, R

PROJECTS

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

- Current Project being developed.
- Multi-Disciplinary Team of 12 (Consisting of artists, animators, designers and programmers).
- Primarily communicating between Designers & Animators to ensure implementations are satisfactory.
- 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.
- Analysed collected data for significance using the R programming language.

OpenGL Terrain Generation - Personal Project (GITHUB LINK HERE)   GitHub

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

EXPERIENCE

Shop Floor Assistant   August 2018 – August 2019
The Entertainer   *Uxbridge, London*

- Communicate and Interact with Customers as well as handle day-to-day transactiions.
- Work alongside others to ensure the store is kept to a prestige level.
- Picked by the Regional Manager to present my way of displaying a certain product as the sales from our store were significantly higher than others.

IT Consultant - Work Experience   June 2017 – June 2019
TMD Technologies Ltd   *Hayes, London*

- Shadowed & Observed 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.