

# THOMAS O'LEARY

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## EDUCATION

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

September 2019 – July 2022

## 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 |

## 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**  
The Entertainer

August 2018 – August 2019  
*Uxbridge, London*

- Communicate and Interact with Customers as well as handle day-to-day transactions.
- 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**  
TMD Technologies Ltd

June 2017 – June 2019  
*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.