

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

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

PROJECTS

Castan - Gameplay Programmer

[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](#)

- 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](#)

- 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%.

EXPERIENCE

Student Ambassador

FXPlus, Falmouth University

October 2019 – Present
Falmouth, Cornwall

- Achieved X% growth for XYZ using A, B, and C skills.
- Led XYZ which led to X% of improvement in ABC
- Developed XYZ that did A, B, and C using X, Y, and Z.

IT Consultant - Work Experience

TMD Technologies Ltd

June 2017 – June 2018
Hayes, London

- Achieved X% growth for XYZ using A, B, and C skills.
- Led XYZ which led to X% of improvement in ABC
- Developed XYZ that did A, B, and C using X, Y, and Z.