

# THOMAS O'LEARY

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## PERSONAL STATEMENT

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## EDUCATION

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

September 2019 – July 2022

## SKILLS

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<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

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**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

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**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

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### Kayaking

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

### Scout Association

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