Dean Rigney

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Profile

A reliable, quick learner, a good listener and a good team worker.
Software Design and Game Developer Graduate. Passionate about technology and the
advancements and impact that it will have in the future.

Personal Skills: Social, Communication, Leadership, Self-Motivating skills,
Observant and Intuitive.

Computer Skills: Java, C, C++, C#, SQL, Unity, GIT, Video Editors, Photoshop.

Education and Qualifications

Technological Institute of the Shannon   2018 - 2022
BSc in Software Design (Game Development) – 2.1 Award

Galway Technical Institute, Galway   2017 - 2018
QQI Level 6 Advanced Certificate in Software Development

ICSE, Galway   2017 - 2017
QQI Level 4 Basic Guarding Skills + Door Security Procedures
Due to this high intensity one-week course I am a qualified PSA Licence holder.

Galway Technical Institute, Galway   2016 - 2017
QQI Level 5 Games Development and Design

St Jarlath's Secondary School, Tuam   2011 - 2016
Leaving Cert - 380 Points

Work Experience

Technical University of the Shannon - Athlone, Co. Roscommon
VR Experience Developer   February 2021 - June 2021
- Developed a VR experience of the 'Engineering Building' lobby using 'Agile Methodologies' and 'Test Driven Development'.
- Created models for various aspects and objects within the lobby using 'Blender'.
- Constructed the lobby in 'Unity' using all models created.
- Added additional interactivity such as mini games to keep the user engaged.
- Presented the finished product at the 'TUS 2021 Open Day' to potential students, and answered any additional questions they may have had.

Phonebooth - Tuam, Co. Galway
Server Maintenance and Computer Repair   March 2017 - April 2017
- Shadowed someone that was maintaining servers for essential businesses in the local area.
- Learned the basics of the networking and hardware within a computer.
- Created a website as per the request of my supervisor.

Projects

Project 1 - (Team Project)
Bookkeeping System for a Newsagents/Bookstore
- Built the project from the ground up, with a focus on Agile Methodologies and Test Driven Development.
- The system kept track of all employee, customer, subscriptions and stock data and presented it in an easy to use and manageable way.
- It also took care of day to day tasks such as print out the delivery order for the day for the delivery staff, and re-order stock that has dropped below a changeable count.
- We split the system into 4 sections. For example I took everything that was involved with the employees. From the user stories and create statements and queries for the employees in SQL, to the code that links them all together and JUnit Tests.
- Constant communication was used to make everyones individual piece of the puzzle connect seamlessly together at the end, and to ensure that there was consistency throughout the project on how we did things.

REFERENCES AVAILABLE ON REQUEST