

roryodwyer126@hotmail.co.uk
07445491983
roryodwyer.games
linkedin.com/in/rory-o-dwyer-55978915a/

Rory O'Dwyer- CV

Professional Summary

An undergraduate developer (graduating July 2018, expected 1st or 2:1) studying and producing games on BA(Hons) Game Development: Programming at Falmouth University. A strong love of both playing and making video games has led me to take an interest in and work with all disciplines involved in the game development process and in engine usage and programming in C# and C++. My work on these games has given me the opportunity to develop a keen interest in and capability for creating gameplay, AI and developer tool systems.

Education

2015-2018: BA(HONS) Game Development: Programming, Falmouth University

Game Development at Falmouth University is a course structured around producing games in a studio environment under the Scrum Agile framework and employing industry standard software. The course has allowed me to develop several projects collaboratively within 4-14-person teams comprised of animators, artists, designers, writers and sound designers. In addition to the development projects I have been able to learn about theory and programming principles. Below are details of my time on and contribution to each major project.

2016 Gameplay/AI Programmer: '*Bloodsport*' – Team Where's James.

Bloodsport is a third-person single player arena combat game built in Unity 3D for PC. Players take up weapons and magical abilities to fight combatants in a variety of levitating arenas. Pleasing the crowd and defeating foes grants gold to upgrade weapons and abilities.

I worked on this project as one of three programmers in a total team of eleven over a four-month development cycle.

My responsibilities and contribution to Bloodsport were to:

- Create and iterate on the third-person character controller
- Implement functionality for a range of player spells/abilities, environmental events and their visual effects
- Develop three AI opponents with unique attack and movement patterns.
- Work closely with our animator to implement and interface animations with scripts using Unity's Mecanim system
- Work with all disciplines to implement and maintain assets in engine
- Lead and track work hours and project progress as scrum master

2017 Gameplay/AI Programmer: 'Apex' – Team Fire Ant Interactive.

Apex is a survival simulation game made in Unity engine for PC. Set in the Botswanian savannah the player controls a leopard as they attempt to hunt a range of varied prey and avoid packs of hungry hyena.

Developed over a seven-month development cycle, this project allowed me to further develop the personal and collaborative practices I had learnt working on Bloodsport.

My responsibilities and contribution to Apex were to:

- Create and iterate on the first-person character controller
- Devise and utilise a visual design structure for designing reactive behaviour trees
- Develop and maintain a custom behaviour tree framework
- Design, implement and iterate on four different animals with unique behaviours
- Create a visual extension for Unity to visualise and debug AI agents
- Work with all disciplines to implement and maintain assets in engine
- Lead and track work hours and project progress as scrum master

Skills

- **Unity and C# (2 years)**
The first two years of my course were spent learning to work in and develop C# scripts for Unity. I am also a certified Unity developer (2018).
- **Unreal, Blueprints and C++ (1 year)**
My final year at university has been spent building on prior knowledge and applying it to a new engine and programming language. In addition to this I am also currently working my way through a Udemy Course; *The Unreal Engine Developer Course* to sharpen my practices.
- **Source Control Management (3 years)**
Using and taking responsibility for each of my team's Perforce version control over the duration of my course has given me the power to maintain, branch and merge project structures. I have also iteratively created documentation on how to work with the software.
- **Agile Methodology (3 years)**
Every project in my time at university has employed agile with scrum to work iteratively over short adaptable sprint plans. I have experience with and am readily able to lead and contribute to scrum meetings.
- **HTML and CSS (6 Weeks)**
I am currently attending a HTML and CSS short course to attain an understanding of web development and hosting.

Work Experience

2014-2015 Early Years Practitioner – Willow Tree Preschool

Looked after and taught children ages 2-4, responsibilities included safeguarding children, encouraging curiosity and supporting individual learning across a broad spectrum of learning styles.