

Aaron O'Dea

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Skill

- Five years of C++ experience.
 - Two years of Python.
 - Two years of JavaScript experience.
 - Three years of HTML experience.
 - One and a half Years Experience in C#.
 - Three years of unity experience.
 - Used software development methods such as DevOps and Scrum
 - One year of excel experience.
 - Global team communication.
 - Created Four Games for various events.
 - One Year of FrontEnd / Mobile Development.
 - Worked on embedded and 3D projects.
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Experience

Defproc Engineering - Software Developer

April 2021 – Current

Liverpool, United Kingdom

My main focus while working at Defproc was software development, However, because of the nature of working in a small company that creates prototypes and works with a wide range of fields, I tended to also take on other tasks such as the design of assets, Research and frontend development.

Breakdown

- Worked on 3D projected games for large events.
 - Worked with multiple languages including Python, Javascript, C# and C++
 - I used Machine learning topics such as pose estimation, human detection and Image classification.
 - I also worked with technologies such as embedded engineering and 3D printing.
 - Worked on projects that used Machine learning, Game design, LoRaWAN and Website Design
 - Created automated scripts for data generation and graphing.
 - Wrote documents and researched topics for project pitches.
 - Created documentation for completed projects.
 - Worked on older projects, Maintaining and bug fixing when necessary.
 - Designed some museum game prototypes.
 - Developed and completed some electronic-based projects for Marketing.
 - Worked at public events.
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Self-employed - Freelance web design and Marketing

September 2020 – April 2021

Laois, Ireland

During this time period, I helped design and develop websites for the purpose of blogging and selling merchandise online. The sites were mainly for small local craftspeople, Who wanted to convert their business location from local craft fairs to an online shop to reduce losses from the covid lockdowns as well as expand their customer reach.

Breakdown

- Worked on website flow.
 - Helped Design websites look.
 - Helped customers understand features.
 - Example: <https://www.dolmenpottery.ie/>
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Thyssenkrupp Elevator - Working Student Business analyst / Workflow Developer

September 2019 - July 2020

Carlow, Ireland

After working my internship I was asked to continue in my position in the company however, I wanted to continue and finish my degree. Thankfully I was given the option to work during my final year in Ireland remotely. I was also given more responsibilities due to my experience with the project.

Breakdown

- Produced initial workflows to go into production to be used by global teams.
 - Created and maintained both Draft and live documentation, for the maintenance of live systems.
 - Worked with and Coordinated between global teams.
 - Helped with the onboarding of new students in the Erasmus initiative.
 - Worked with and guided interns during their internships.
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Thyssenkrupp Elevator - Software development InternShip

March 2019 - September 2019

Essen, Germany

While I worked here my main job was to help design and develop workflow solutions, This was breaking down paper processes and converting them to an online process to decrease errors and reduce delays in communication between project leads as well as departments. I was also involved in workshops and other smaller projects.

Breakdown

- Took part in higher management meetings and Presentations.
 - Worked in a global team.
 - Developed HTML interfaces and maintained and wrote Javascript scripts.
 - Developed and maintained governance documents for global workflows.
 - Created internal excel project management tools for budget tracking on projects.
 - Consulted on the design of workflows for specific business units.
 - Worked on Internal global business projects.
 - Scheduled team meetings for project reviews.
 - Designed documentation for ThyssenKrupp's Erasmus initiative
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EJ Morrissey's - Assistant manager

September 2016 – April 2019

Carlow / Laois Ireland

Education

Institute of Technology Carlow - Now South East Technological University

Bachelor of Science in Computer Games Development - 2016/2020

Graduated with 2:1

Projects / Accomplishments

- Participated in Global Games Jams in 2017,2018,2019. During these events the games me and my team created one best overall games during two of the years and the best use of theme for one of those years as well.
 - Worked on Three 3D projected games for large events and campaigns for various companies / local governments.
 - Worked on a Research Project which involves a look into using Multi-object genetic algorithms to create a group Of NPCs that will adapt if required.
 - Was designated project leader for multiple week / month-long projects for college that included maintenance and governance of documentation and code repositories.
 - Helped design and implement a global project for interconnecting business departments.
 - Designed from Scratch, a 3D printed/electronic-based project.
 - Worked on government projects for wildlife preservation.
 - For more information on some projects I have done please visit my website link at the top of my CV.
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Interests / Hobbies

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| - Game theory. | - Game development |
| - Motorbiking. | - Boxing. |
| - Puzzles | - PC Building. |
| - Mixology. | - Camping. |
| - Traveling. | - Board games. |
| - Baking. | |
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References

References are given upon request.