Aidan Ireland
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About Me

I am:

- A game developer, specialising in virtual reality applications. Specifically, spatial visualisation and natural locomotion within a virtual environment.

- Pursuing a challenging and professionally rewarding career, where the potential of my developed skillset can be fully utilised within a fast-paced and ambitious environment.

- Pragmatically exploring new concepts to form an understanding of upcoming technologies and advancements.

Key Skills

Technical Skills:
- Fluency with high and low-level programming languages such as C# and C++.
- Highly experienced with Unreal Engine 4 for real-time 3D and VR simulations.
- Highly experienced with Unity3D for real-time 2D, 3D and VR simulations.
- Thorough understanding of Virtual Reality development practices and considerations.
- Great proficiency with a range of IDEs and collaborative projects with version control.
- Competent with a range of APIs and software libraries.
- Understanding of web development practices with knowledge of HTML5, CSS3 and JavaScript
- Easy adoption and understanding of various computer systems and programs.
- Great knowledge of mathematical concepts pertaining to software and game development.

Personal skills:
- Excellent communication and problem-solving skills.
- Strong work ethic in both individual and team-based tasks.
- Confident, clear public speaker.
- Quick understanding of new concepts and practices.
- Efficient decision making under pressure.
- Full command of the English language.
- Adaptive interpersonal communication skills.
- A prioritisation of common sense.

Certificates & Achievements

- BSc (Hons) Games Programming – Bournemouth University - Awarded: 2018

Employment History

Game Developer/Visualiser (Real-time Specialist)
ISG ltd (formerly ISG plc), EC3N 1AG
(April 2019 – July 2020)
Achievements and responsibilities:
- Developed industry-leading VR experiences using Unreal Engine.
- Visualised architectural drawings in 3D and Virtual Reality.
- Worked independently and as part of a team on large commercial projects, delivering for tight tender deadlines.
- Developed tools and Introduced new workflows to increase efficiency within the team.
- Explored experimental hardware and produced proof of concept applications and experiences.
- Utilised Unreal Engine to develop environments and experiences for PC, Android, Steam VR, Mobile VR (Oculus Quest).
- Presented demonstrations to stakeholders and event attendees on numerous occasions, driving company interest.

AV Technician / Supervisor / Team Member
Cineworld Cinemas, DT4 8LY
(July 2016 – August 2017)
Achievements and responsibilities:
- Utilised Arts Alliance software to program the Digital Cinema systems for the commencing week's performances.
- Ingested and managed DCP content on the central media distribution server.
- Performed maintenance on the audio and DLP projector racks.
- Ensured sanitisation of the AV suite, otherwise detrimental to the hardware.
- Led team members effectively and efficiently during peak volumes of trade.
- Utilised a wide range of systems to report and track support tickets and other various business-related data.
- Accurately balanced reported and actual earnings at the end of the business day, identifying discrepancies.

Independent Personal Projects

Co-Founder of Independent Games Studio / 'Think tank'
(June 2016 – 2021)
Purpose and uses:
- Prototyping and exploring interesting concepts within a small group.
- Discussing topics to provide a consistent informed consensus.
- Investigating emerging technologies, concepts and practices.
- Ongoing development.

Education

Bournemouth University
(September 2014- June 2018)
- Games Programming – BSc (With Honours)

Weymouth College
(September 2012 – June 2014)
- BTEC Level 3 Interactive Media – DDM
- Ascentis (Finance, Digital Security) – PASS
- Life Drawing (Level 1) - PASS

Budmouth College
(September 2006 – June 2011)
- Mathematics – B
- Double Applied Science – B/C
- English Literature – A
- English Language – B
- German – C
- IT – PASS

References

References available upon request.