

Katie O'Sullivan

+353 0)833093015
Cliff Callinafercy Milltown Co.Kerry Ireland

katieosullivandev@gmail.com
www.katieosullivan.net

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| Professional Profile | <p>Graduate with Bachelor of Science (Honours) in Computer Games Development Skills and Software</p> <ul style="list-style-type: none">▪ Main languages C++, C#, and Lua▪ Done work in Java ,Javascript and python▪ Source Control▪ Knowledge of Algorithms and Data Structures▪ Visual Studio/Xcode▪ Eclipse▪ Corona SDK <ul style="list-style-type: none">▪ Project Anarchy(Havok)▪ Scrum▪ Android/iOS Development▪ Audio (Fmod)▪ Windows/Linux/Mac▪ Ogre 3D▪ Unity▪ Jira |
| Professional Accomplishments | <p>In my Work Placement at a small games company I added extra functionality to an old game, Mutton For Punishment 3 for iOS in Corona SDK using Lua. It can be downloaded for free from the app store</p> <ul style="list-style-type: none">▪ In App Purchase for iOS.▪ Advertising using monetization networks▪ More Games Section read in from Json▪ General bug fixes. <p>As part of my degree I made a 3D adventure /puzzle game for iOS using Havok's Project Anarchy SDK, for my Final Year Project.</p> <ul style="list-style-type: none">▪ Coded in C++ for the Vision Engine with Lua used for prototyping and some scripting.▪ Use's Havok Physics , Havok Animation Havok AI and FMOD.▪ iOS game with touch input. |
| Work History | <p>2 April to 23 August 2013 Junior Developer, Naked Penguin Boy Ltd , 4 Snow Hill,London,EC1A 2DJ, United Kingdom</p> |
| Education | <p>Bachelor of Science (Honours) in Computer Games Development Pass/3rd Grade Institute of Technology Carlow Kilkenny St., Carlow,Ireland 2010 -2014</p> |
| References | <p>Rowan Heasley, Managing Director, Naked Penguin Boy Ltd. rowan.heasley@nakedpenguinboy.com +44 [0] 207 248 0772 +44 [0] 207 248 3008</p> |