David William Gallagher

**Address:** Southampton,

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**Telephone:** 07928016664

**Email:** davidwilliam2005@hotmail.com

**Date of Birth:** 26th May 1995

**Technical Knowledge**

* Proficient with C#
* Competent with a selection of languages including C++, C#, Java
* Competent with 3DsMAX modelling software
* Working knowledge of Animation in 3DsMAX
* Working knowledge of Blender 3D modelling software
* Working knowledge of Animation in Blender
* Competent knowledge of Android development
* Proficient with Unity engine as well as Unreal engine
* Working knowledge of SQL databases
* Working knowledge of AI programming and implementation
* Working knowledge of agile and waterfall software system methodologies
* Basic AR knowledge including Vuforia.

**Projects and Links**

**Dormouse Dash!** https://play.google.com/store/apps/details?id=com.PolygonMoon.DormouseDash

**Picnic Panic!**

https://play.google.com/store/apps/details?id=com.PolygonMoonProductions.PicnicPanic

**Polygon Moon Productions**

www.polygonmoon.com

https://www.facebook.com/PolygonMoonProducions/?fref=ts

**Education and Qualifications**

**2014-Current University: Southampton Solent University**

Predicted 2.1 : BSc (Hons) Computer Games (Indie)

**2011-2013 College: Brokenhurst College**

3 A Levels in Computing, Use of Maths, Media Studies

 1 As Level in Business Studies

**2006-2011 School: Portchester School**

 11 GCSE’s graded A-C. Including Maths and English

**Work Experience**

**Polygon Moon Productions**

**Founder**

**November 2015-Current**

Main responsibilities:

* Setting up company and currently running with projects in the pipeline.

**TeaRev**

**Freelance 3DModeling**

**November 2015-Current**

Main responsibilities:

* Meeting deadlines/milestones.
* Designing each art asset required.
* Creation of 3D modelled art assets for implementation into the Unity engine.
* Standard texturing of the created assets.
* Skills gained: communication, team work, greater knowledge of 3DsMAX software.

**The Shooting Edge CA**

**Web sales / Stockroom Assistant**

**September 2013–December 2013**

Main responsibilities:

* Skills gained: communication, team work, knowledge of web forum queries, stock room knowledge, Canadian Restricted/Non-Restricted firearms licence, life skills.

**Further Skills**

* Mathematics
* Team Work
* Communication
* Musician
* Artist
* Able to adapt quickly to new environments
* Able to quickly pick up and learn new skills
* Good problem solving skills

**Personal Statement**

I’m a talented game developer with a flair for the artistic side of games as well as the coding side. Whilst studying at Southampton Solent University I have been creating projects on the side that I will add links bellow if you are interested. As I was the only person on the development team for these games I learnt how to successfully create my own pieces of work. In saying that, when working with teams I am also proficient and am easy to get along with.

I am also a talented musician with my band having two successful albums available from iTunes and Bandcamp. With having a music rich background, I have been able to create pieces of music for my projects with use of computer software and real life instruments.