

David William Gallagher

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Portfolio: <http://www.polygonmoon.com/portfolio>

Personal Statement

I am a talented and passionate games developer with a flair for the artistic side, however my forte lies in C# programming. Whilst studying at university, I was involved with the creation of group projects as well as personal endeavours which gave me experience working independently. In the past 2 years I have been working as the core game developer for an EdTech company, working in tandem with an agile team. This led to the development of 2 mobile titles which have successfully been publicly deployed on Android and iOS.

Technical Knowledge

- Proficient C# with all aspects of Unity (animation, audio, debugging).
- Proficient knowledge of Android & iOS development, from design to release.
- Competent with GitHub and Tower for version control.
- Competent with 3DS MAX & Blender 3D modelling software.
- Competent knowledge of SQL databases.
- Competent with integration of RESTful APIs.
- Competent with Photoshop and Illustrator.
- Working knowledge of the Facebook SDK and implementation.
- Working knowledge of SQL and db management.
- Working knowledge of Blender 3D modelling software.
- Working knowledge of AI programming and implementation.
- Working knowledge of agile and waterfall software system methodologies.
- Knowledge of integrating and using Bugsnag with Unity.
- Basic knowledge of Unreal Engine.
- Basic AR knowledge including Vuforia.
- Basic VR knowledge including google cardboard & Samsung Gear VR.

Education

Southampton Solent University (2014-2017)

1st Class BSc (Hons) Computer Games (Indie)

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

11 GCSE's graded A-C. Including Mathematics and English.

Work Experience

Games Developer at Memini Software LTD

(June 2017 - Present)

- Responsible for all aspects of games development apart from art creation.
- Leadership of daily scrum meetings, including minute taking and coordination of a team of remote developers and designers.
- Developed and released two games (with a third in development) using the Unity game engine (MemiBeasts and Squishygeddon) on the iOS and Android marketplace.
- Assisted in the creation of SQL logic to work alongside existing logic.
- Work closely with the remote developers in charge of custom SDKs, implementing functionality for the language learning side of Memini. Modification of the SDK to develop functionality not yet achieved.
- Enthusiasm to take on roles which diverted from the game development path, such as involvement with project management, game design and audio.
- **Squishygeddon:** <https://apps.apple.com/us/app/squishygeddon/id1448468003>
- **MemiBeasts:** <https://apps.apple.com/gb/app/memibeasts/id1441769832>

Director/Programmer/Artist at Scrufflelots LTD

(November 2017 - Present)

Scrufflelots LTD is collaborative company founded in university between myself and 4 other students with the intention to gain experience over our placement year.

- Created and implemented 3D model assets into the Unity game engine.
- Assisted with queries regarding all aspects of programming and general Unity game development.
- Enthusiasm in minute taking and other administrative roles in lieu of a project manager.

Founder of Polygon Moon Productions

<http://www.polygonmoon.com>

(Passion Project)

I started Polygon Moon Productions as a personal company to develop and release games under.

- Sole developer of Picnic Panic and Dormouse Dash, responsible for all aspects of game design including, art assets, programming, audio and public release on Android.
- Exhibited at Southampton Games Fest 2015 and 2016.
- Integration of Google Play features including leaderboards and achievement systems.
- **Picnic Panic!**: <https://bit.ly/2XLSXBS>
- **Dormouse Dash!**: <https://bit.ly/2NXAyO1>

Freelance 3D Modeller for TeaRev

(November 2015 - December 2015)

- Headhunted to design, create and implement 3D art assets for use in Unity 3D.
- Worked to deadlines and milestones via email and popchat.
- Ability to adapt to new software such as 3DS Max and Blender
- Developed communication skills and ability to work to briefs.