Conor McDonagh Rollo

SOFTWARE DEVELOPER

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SUMMARY

A recent BSc (Hons) Computer Games Development graduate, equipped with expertise in C#, C++, Java, Python and more. Successfully delivered production-quality code and consistently maintained high unit test coverage across all projects. Recognized for adaptability, collaborative spirit, and effective communication skills. Actively pursuing a Software Engineering role to contribute to innovative and scalable solutions.

TECHNICAL SKILLS

Languages: C/C++, C#, Java, Python, SQL, LUA, JavaScript
Tools & Frameworks: Git, Microsoft Office, OpenGL, Docker, Selenium, QT, Google Test, .NET Core, Unity, Nunit, Junit, Gradle, Flask, Pandas, Pytest, SQL-NET, ServiceNow(backend), F5
Cloud/DevOps: AWS, Kubernetes, Docker, Jenkins, ServiceNow(frontend)
Testing & Agile: Unit Testing, Test Automation, Jira, Rally, Agile Scrum
Soft Skills: Team Collaboration, Customer Service, Communication, Adaptability

EXPERIENCE

Junior Game Programmer @ Viridian Software
DCU Alpha, Dublin   **July 2024 – December 2024**
- Developed and maintained internal tools and game features in C#.
- Authored 100+ tests maintaining 70% code coverage at all times.
- Took part in porting multiple games to console platforms utilizing Python, C/C++, GDK, NDK.
- Helped ship Slay The Princess to Xbox/Playstation/Switch.

Intern Automation Test Engineer @ UNUM
Carlow Town, Carlow   **March 2023 – August 2023**
- Acquired practical experience in automation testing and agile workflows.
- Utilized Selenium to build automation tests for a Java based webapp.
- Recorded test results from AWS, logged bugs accordingly, and delivered daily/weekly updates to the department.
- Collaberated with other Interns to automate the retirement of load balancing pools on F5 through ServiceNow.
- Engaged in daily standups and retrospectives.

Sales Assistant @ Tesco
Portlaoise, Laois   **March 2020 – April 2021**
- Delivered frontline customer service during peak periods including Christmas.
- Managed POS systems, restocked and organised inventory, and assisted with customer complaints.

Traffic Controller @ G4S
Kildate Village, Kildare   **September 2019 – March 2020**
- Managed vehicular and pedestrian traffic, including directing drivers to overflow carparks during Christmas.
- Maintained effective communication with drivers and coordinated with my team over the radio.
- Communicated incidents/accidents to the security team, following the correct procedures.

EDUCTATION

BSc (Hons) In Computer Game Development
South East Technological University, Carlow
2020 – 2024
GPA: 2.1 Honours

Relevant Modules: Networking, Data Structures & Algorithms, Artificial Intelligence, Bias in Computational Systems, Web Development & Databases, 3D Graphics, Agile Software Development, UI Programming, Assembly Programming, Maths.

Final Year Project: Utilized C and C++ with OpenGL to build an inheritence and polymorphism based game engine targetted towards building games easily even in an environment without a GUI. The engine included primitives and base classes for you to build from, e.g. GameObject, Terrain, Input. The shiny feature was the automatic terrain generation tool, which utilized noise octaves and a detail value to generate levels according to your parameters.

References On Request