

James Heslin

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Biography

I am a motivated graduate who enjoys problem-solving, especially in programming. I most enjoy building things for people to use (such as APIs) or play with (such as video games). My interests include advances in technology, listening to and creating music, reading, and playing video games. I have been a committed GNU/Linux user since 2007.

Education

2009 — 2013 **Bachelor of Science in Multimedia and Computer Games Development**,
University of Limerick, 1.1 degree awarded, graduated August 2013.

Experience

- May 2013 — present **Systems Software Engineer**, *Electricity Exchange Ltd.*, Castletroy, Limerick.
Architecting, developing and maintaining web services and embedded systems for metering and controlling large electrical demand units (Python, Django, Amazon Web Services, bash, C)
- Oct 2010 — May 2014 **Peer-Supported Learning Group Leader**, *Information and Communications Technology Learning Centre*, *University of Limerick*, Castletroy, Limerick.
Leading peer-supported learning groups for programming modules, helping students learn in one-to-one drop-in sessions (Java, HTML, C)
- Feb 2012 — Jun 2012 **Development Intern**, *ActiveMind Technology*, Renmore, Galway.
Maintenance of an AJAX-based web application for data entry, development of two graphical data entry applications (Java, PHP, Javascript)
- Jun 2010 — Sep 2010 **Flash Development Intern**, *Open Emotion Studios*, Castletroy, Limerick.
Main developer for a full Flash game, *Pandamonium* (ActionScript 3)

Portfolio

Vocational projects

- Javascript (2015) Simple jQuery quiz engine – multiple correct answers, scoring, and showing of correct answers at the end
- Python/Django (2014-15) Motivational 'quest' web application to add structure through gamification for people with depression/anxiety (in progress)
- Python (2012) Emulation of a sliding-tile puzzle, with a best-first heuristic solver
- Python (2012) Abstract game where player must keep track of cooldown timers and moving objects to score
- Python (2012) Cellular automata system where activation of one cell can recursively activate up to four others

Coursework

- Python (2013) Vector-based, 'spriteless' open-source game framework
Python (2011) Examples of design patterns in Python
C++ (2011) Simple image filtering application using OpenCV
Blender (2011) Simple three-dimensional model of a Nintendo Game Boy™

Extra-curricular

- 2009 — 2012 **UL Games Society**, Committee member for two and a half years - during this time held positions of First Year Representative, Vice President/Events Officer, and President.
2010 — 2011 **BroCon**, Committee member and staff for the BroCon anime and games convention in the University of Limerick.

Computer skills

- Basic C++, ActionScript 3, L^AT_EX
Intermediate Python, bash, Java, C, MySQL, HTML, JavaScript, PHP
Tools git, vim, FogBugz, Eclipse, GNU Image Manipulation Program, Inkscape, Blender, Microsoft Office
OS Windows, Linux, MacOS
Other: Validation and testing techniques

Qualities

- Personal: Leadership, communication, eagerness to learn
Professional: Dedication, analysis, problem-solving

References

- Dr. Paddy Finn CEO, Founder, *Electricity Exchange*, +353 85 149 9257, paddy@electricityexchange.ie
Clement O'Donnell Manager, *ICT Learning Centre (UL)*, +353 61 234195, clem.odonnell@ul.ie