

OLIVER DAWES

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TECHNICAL STRENGTHS

- Proficient in Java and OOP, with 4 years of constant use from university core and optional modules.
- Confident using web technologies like Javascript, React, GraphQL, Websockets, HTML5, CSS, AWS and Azure.
- Well versed in UX design from a summer product design internship experience.
- Practiced in Python, C and C++ through university and personal projects.
- Experienced in Database design, implementation, management and use (MySQL).
- Experienced in Graphical Design including using tools such as Photoshop, Illustrator, AE, Maya and Blender

EDUCATION

BSc COMPUTER SCIENCE (Hons), UNIVERSITY OF ST ANDREWS SEP '2015 – JUL '2019

Includes modules Foundations of Computation, Object-Oriented Programming, The Internet and the Web, Data Communications and Networks, Computer Security, Databases and Human computer Interaction.

Art Foundation Diploma, CAMBRIDGE REGIONAL COLLEGE SEP '2014 – JUL '2015

A one year course in which I specialised in digital media which included 2D graphics design using illustrator, physically accurate 3D modeling and rendering, and also traditional drawing and painting skills.

Sixth Form, HILLS ROAD SIXTH FORM COLLEGE SEP '2012– JUL '2014

Alevels: Mathematics (A), Art and Design - Fine Art (A*), Physics (B), Further Mathematics (C)

EXPERIENCE

Software Engineer / UX Designer (Internship), REDGATE JUN '2017 – SEP '2017 - (10 Weeks)

After entering Redgates 2016 coding competition and coming first place I was offered a summer internship split 50/50 between software engineering and UX design. I worked as part of Redgate's R&D team where we used React, Redux and Electron with a C# backend to develop working prototypes for future products. I was also involved in user testing calls almost every other day.

World Designer, RETRO RONNIN FEB '2015 – NOV '2015

I was recruited to work on a retro indie game called "Voxelnavts" where I worked along side games developers previously from Blizzard Entertainment and Red 5 Studios. I was initially in a freelance position creating promotional art for the game then as a full member of the team building out parts of the world and creating in game map editing tools in C++.

ACHIEVEMENTS AND EXTRA-CURRICULAR ACTIVITIES

- Created a game streaming website which focuses on allowing multiple users to control one game at the same time. It uses a React.js frontend, Mixer.io for video streaming and my own C++ websocket server capable of supporting thousands of concurrent users at a time.
- Designed an online art learning tool using WebGL and PHP which allows users to improve their art fundamentals by competing against each other for the best score.
- Built my own mechanical keyboard for use in a DIY laptop build. This involved modeling the frame using CAD software, having the frame 3D printed and laser cut, hand wiring and soldering the electronics and writing custom C++ code to allow the keyboard to connect over USB to any PC.
- Won first place in the Redgate 2016 coding competition by creating a 3D Maze generator using Python and Blender. It used an iterative force based algorithm inspired by protein folding to generate dynamic organic structures with an emphasis on visualisation. As a result I was offered a summer internship
- Worked as part of a team to create Reactive Drop, a massive expansion mod to the 2010 game Alien Swarm. The mod was released on Steam in 2017 and reached a peak of over 9000 players at one time, making it one of the most popular games on steam for a short period. My own artwork was used as the main promotional cover art and was re-posted by game media sites all over the internet.