

# Liam O'Donnell-Carey

Gameplay Programmer/Front-End Developer

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Donegal, Ireland  
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## Skills

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- Proficient with C# and Unity, JavaScript, XML, jQuery, and Java.
- Experience developing games specifically for mobile (iOS and Android).
- Experience creating user-facing web applications with the UI5 framework.
- Gameplay design.
- Experience with agile frameworks including Scrum and Kanban.
- Strong maths, problem-solving, and interpersonal skills.
- Github and Perforce for version control.

## Experience

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### Personal Games Projects – Programmer and Designer (2017 - Present)

*Used C# and the Unity engine to upskill data structure knowledge in C# via working on various small game prototypes including "WrestleCards" and "A Real Sword".*

### SAP – Front-End Developer (2016 - 2017)

*Worked in the Cloud Service Centre on the front-end of various web applications, primarily using JavaScript, XML, jQuery, and the UI5 framework:*

- *Implemented screens and CRUD operations, based on specifications from customer via project lead, for web-based administration portal for a mobile app designed to track harvesting and transportation of cocoa in the Ivory Coast. Also did manual testing towards end of development cycle. Was one of six front-end developers on an international team fluctuating from fifteen to twenty members.*
- *Worked as project lead and front-end developer on internal web-based time recording software. Designed and implemented functionality through iterative development and use of feedback from prospective users.*
- *Did bug-fixing and testing for an extension for Google Chrome that would allow users to sync emails from Gmail to a separate SAP database.*

### MassDigi – Lead Programmer (2015), Consultant (2015 - 2017)

*Created "Ophidia", a 2D artistic action game with over 175,000 players on iOS, Android, and PC as part of a team in conjunction with MassDigi. Used C# in the Unity engine. Duties included gameplay programming including movement of the avatar and AI implementation, as well as management of coding tasks.*

### Meridian Games – Programmer and Designer (2015 – 2016)

*Created "Slipstream", an endless runner for Android, with Unity and C# as part of a small international team. Worked on enemy AI and design/implementation of an enemy spawning system that could be independently balanced.*

### Student – Solo Project (2014 – 2015)

*Through C# and use of the Monte Carlo Tree Search algorithm, implemented an AI for the skilful playing of a digital version of the board game Othello.*

## Education

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### **B.Sc. Hons in Computing with Computer Games Development (2:1)**

Letterkenny Institute of Technology, Donegal, Ireland (2011 - 2015)

### **Johnathan Campbell Prize for Best Computer Games Development Student**

Letterkenny Institute of Technology, Donegal, Ireland (2015)