

Dylan Crimmings

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PERSONAL PROFILE

Year 4 Games Development Student at SETU Carlow
Experience with C++, Java and AngularJS
Experience working in an office environment

TECHNICAL SKILLS

Languages:

C++, Java, TypeScript, Python, SQL, HTML

Frameworks & Technologies:

Angular, Spring, JSP, REST APIs

Tools & Platforms:

IntelliJ IDEA, Visual Studio, Git, GitLab, Maven, Bamboo, Oracle WebLogic, TortoiseSVN

Databases:

OracleDB

Workflow & Methodologies:

Agile (Scrum), Atlassian JIRA

EDUCATION AND QUALIFICATIONS

2021-2026 Studying Bsc Hons Games Development at SETU Carlow

Past Projects Year 4 Capstone Project, Gesture Control of a drone, online multiplayer games

RELEVANT WORK EXPERIENCE

January 2025 – August 2025 **Work Experience with DAFM Forestry IMT Division**

Role: *Student Developer*

- Developed and maintained three enterprise web applications using Java (Spring) and Angular (TypeScript)
- Diagnosed and resolved backend, frontend, and database issues across multiple environments
- Implemented new features and UI enhancements, including frontend–backend communication via REST APIs
- Worked with OracleDB, investigating and resolving data and environment-specific issues
- Used GitLab for version control, managing branches and merge requests
- Managed tasks and bug tracking using Atlassian JIRA within an Agile sprint workflow
- Built and deployed applications using Maven, Bamboo, and Oracle WebLogic Server
- Collaborated in a team environment with daily stand-ups and Teams communication

INTERESTS

Scripting games, 3D modelling, Modding games, Video editing

REFERENCES

References are available upon request.