

EDWARD NORTON

Games Dev • Software Engineer

CONTACT

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EDUCATION

BSc Computer Games Dev
SETU Carlow | 2022 – 2026
1.1 Honours • Avg 72.3%
Years 1 – 3
Expected graduation: June 2026

LANGUAGES

- C++
- Python
- C#
- JavaScript
- Assembly (m68k)
- HTML / CSS / SQL

TOOLS & TECH

- TensorFlow Lite
- MediaPipe · djitellopy
- SFML · OpenGL · Unity
- Godot · Flask
- WinSock2 (UDP/TCP)
- Docker · Kubernetes
- Istio · AWS · Git · Github
- Arduino · Minikube
- Figma · Mermaid
- Custom Built Multiple PCs

HIGHLIGHTS

140+ players - GoDot game
Bishop acknowledged project
Built 2 custom PCs
Peer tech support & tutoring

FINAL YEAR STUDENT · SOFTWARE DEVELOPER

PROFILE

Final-year Computer Games Development student at SETU Carlow, achieving a 1.1 Honours average across Years 1 – 3. Experienced building real-world systems, from gesture-controlled drones and networked multiplayer games to cloud infrastructure on AWS. Strong foundations in C++ and Python, comfortable working across low-level systems, game engines, and cloud environments.

KEY PROJECTS

Project-Drone • Gesture-Controlled DJI Tello 2026

- ▶ Built a real-time hand gesture recognition pipeline in Python using TensorFlow Lite and MediaPipe, translating classified poses into live drone flight commands via the djitellopy SDK.
- ▶ Engineered a robust label pipeline resolving protobuf, NumPy, and UTF-8 encoding conflicts across a Python 3.9 environment; processed live video frames with OpenCV.

WinSocket Networked Pong • C++ • WinSock2 • Visual Studio 2022 2025

- ▶ Architected a client-server multiplayer Pong game using WinSock2 over UDP, synchronising paddle and ball state between connected instances in real time across multiple VS2022 projects.
- ▶ Used the Win32/Windows API for rendering the game window, paddle and ball visuals, handling input and redraw loops independently on both client and server.

AWS Cloud Infrastructure • EC2 • Elastic Beanstalk • CloudWatch 2026

- ▶ Deployed and configured a Flask web application to AWS Elastic Beanstalk with EC2 instances, health checks, and auto-scaling configured for production use.
- ▶ Set up CloudWatch dashboards for usage metrics, log streaming and health monitoring; documented full environment setup and rollback procedures.

Thorns • C++ • 4th Year Project • SETU Carlow 2025 - 2026

- ▶ Designed a C++ game in Visual Studio using SFML 3.0.0 with component architecture, spatial partitioning, and observer patterns; resolved v143 toolset and DLL compatibility issues post-upgrade, based upon Robert Nystroms book – "Game Programming Patterns".

Ploughing Championships Game • GoDot • Collaborative 2025

- ▶ Co-developed a Godot game attracting 140+ players; received public acknowledgement from Bishop Denis Nulty on X during the Ploughing Championships.

2D Top-Down Shooter • C++ • Year 2 Project 2024

- ▶ Built with a partner using OOP, spatial partitioning and observer pattern; applied Agile principles for iterative refactoring and peer review cycles.

WORK EXPERIENCE

Sales & Maintenance • Expert Hardware, Kildare Mar - Aug 2020

- ▶ Performed on-site visits to residential clients, carrying out manual labour or installations.
- ▶ Assisted customers with hardware queries, diagnosed faults, and recommended products or repairs.
- ▶ Managed inventory, ensuring stock was rotated and placed in the right areas.
- ▶ Handled customer-facing enquiries in a fast-paced retail environment, developing strong communication and problem-solving skills

Machine Operator & Trainer • Beat Prints & Embroidery Jan - Mar 2020

- ▶ Operated and maintained printing machines, embroidery machines, and heat presses, performing routine troubleshooting to minimise downtime.
- ▶ Trained new employees on machine operation and fault diagnosis, ensuring safe and efficient use of all equipment.
- ▶ Took full responsibility for site operations in the employer's absence, handling walk-in customers, taking phone orders, and logging client details and job requirements accurately.
- ▶ Managed customer-facing interactions including in-person order intake, demonstrating strong communication and organisational skills in a production environment.

References available upon request.