

# Dillon Handyside

☎ +61 449 150 070 ✉ [dj\\_handyside@hotmail.com](mailto:dj_handyside@hotmail.com) [in /DillonHandyside](https://www.linkedin.com/company/DillonHandyside) [G /DillonHandyside](https://github.com/DillonHandyside)

## SKILLS

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C# | C/C++ | Python | HTML | CSS | PHP | SQL | Java | JavaScript | React | Kotlin | Git | IoT | UML  
AI | VR | AR/MR | Networking | Cloud Computing | OOP | SDLC | Deployment | Testing | Agile | DevOps  
Mobile Development | Game Development | Web Development | Frontend | Backend | Full-Stack

## EXPERIENCE

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### Thales Group – Software Development Intern

JAN 2019 – JUN 2020, WTC MELBOURNE

- Developed apps for the Microsoft Hololens, in the context of:
  - Aviation: an innovative interactive simulator, designed as a proof-of-concept for how AR can assist and contribute to situational awareness for air traffic controllers
  - Defense: an interactive 3D model viewer app for vehicles, used in the assistance of sales
- Contributed to the development of features for a light-weight web-based HMI project, learning and utilizing technical skills such as React, Kotlin & Typescript

### Kmart Knox – Retail Assistant

DEC 2012 – OCT 2022, WANTIRNA MELBOURNE

- Interpersonal skills: communication, teamwork, leadership, delegation, patience & discipline

## EDUCATION

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### Swinburne University of Technology – Bachelor of Computer Science

JAN 2021 – DEC 2023, HAWTHORN MELBOURNE

- Double major in Software Development and Software Design

### Academy of Interactive Entertainment – Advanced Diploma of Game Development

JAN 2018 – DEC 2019, WTC MELBOURNE

## PROJECTS

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### Personal Website – Solo Programmer

- My personal website, made with: . Found here: .

### DEVN – Dialogue Editor for Visual Novels – Solo Programmer

- A custom Unity Editor tool. A node-based graph editor for creating visual novel scenes.  
Find it on GitHub: <https://github.com/DillonHandyside/DEVN-DialogueEditorForVisualNovels>

### Super Fast Slime Boi – Programmer

- A difficult 2D platforming game with a place-your-own checkpoint system.  
Find it on itch.io: <https://chrispydesign.itch.io/super-fast-slime-boi>

## REFERENCES

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(Available upon request)