Dillon Handyside

He, him. 24 year old software developer based in Melbourne. Contact me via the following:

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SKILLS

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

EXPERIENCE

Thales Group — *Software Development Intern*

JUN 2019 - DEC 2020, WTC MELBOURNE

- Developed apps for the Microsoft HoloLens, in the context of aviation and defense, for innovation and sales purposes respectively
- Assisted with the preparation and presentation of HoloLens demos to hundreds of stakeholders
- Internship duration extended to allow me to contribute to the development of features for a light-weight web-based HMI. Learnt and utilized new languages & technologies on-the-job

Kmart Knox — *Retail Assistant*

DEC 2012 - OCT 2022, WANTIRNA MELBOURNE

- Interpersonal skills: communication, teamwork, patience, discipline & punctuality

EDUCATION

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

Portfolio Website — *Solo Programmer*

My portfolio website, made with React. Find it here: https://dillonhandyside.github.io/
Repository: https://github.com/DillonHandyside/DillonHandyside.github.io

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

(Available upon request)