

# Dillon Handyside

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

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## SKILLS

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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

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### 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
- Contributed to the development of features for a light-weight web-based HMI, learning and utilizing technical skills such as React, Kotlin & Typescript

### Kmart Knox – Retail Assistant

DEC 2012 – OCT 2022, WANTIRNA MELBOURNE

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

## 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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### 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

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(Available upon request)