Dillon Handyside

He, him. Dedicated and diligent Software Engineer.

🌐 Melbourne, VIC, Australia 📱 +61 449 150 070 📧 dj_handyside@hotmail.com

🐙 DillonHandyside.github.io 💼 /in/DillonHandyside/

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 | Automation | CI/CD
Software | Mobile | Game | Web | Full-Stack | Engineering | Development | Architecture | Coding

EXPERIENCE

Thales Group — *Software Development Intern*

JUN 2019 - DEC 2020, WTC MELBOURNE

- Singlehandedly spearheaded the implementation of two innovation apps for the Microsoft HoloLens. The potential revenue and business impact from these apps is significant, yet non-disclosable
- Participated in a company-wide team-based innovation challenge. Achieved 2nd place and deployed a Confluence-based StackOverflow style forum, ultimately resulting in increased workplace collaboration and productivity
- Voluntarily performed demos at RAAF Base in Point Cook for hundreds of young pilots and dozens of aviation-related stakeholders. The success of these demos, and our positive representation of Thales as an employer, very likely resulted in the recruitment of many high-potential employees
- Internship duration was extended to allow contribution to the development of features for a web-based HMI. Utilized unique game development skills to add features to the render/shader pipeline, as well as learnt new skills as required

Kmart Knox — *Retail Assistant*

DEC 2012 - OCT 2022, WANTIRNA MELBOURNE

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

Personal portfolio, made with HTML/CSS/React. Find it here: https://dillonhandyside.github.io/

DEVN - Dialogue Editor for Visual Novels

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