

Dillon Handyside

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

📞 +61 449 150 070 📧 dj_handyside@hotmail.com 🌐 [/DillonHandyside](https://DillonHandyside) [in./DillonHandyside](https://DillonHandyside)

SKILLS

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

Thales Group – Software Development Intern

JAN 2019 – JUN 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 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

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

Personal Website – Solo Programmer

- My personal 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)