Dillon Handyside

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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: 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

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: . 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

(Available upon request)