






Dillon Handyside

He, him. Dedicated and diligent Software Engineer.

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 [DillonHandyside.github.io](https://github.com/DillonHandyside)  [/in/DillonHandyside/](https://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>