

THOMAS VINCENT

PROGRAMMER

EDUCATION

BSc in Game Development

Howest DAE - Belgium 2019 - 2022

BSc in Software Development

IT Tralee – Ireland 2015 - 2016

Higher Degree in Computing

IUT Annecy-Le-Vieux – France 2013 - 2015

SOFT SKILLS

Problem Solving

Teamwork

Debugging

Autonomy

Self-Management

Taking initiative

Creativity

Languages

French - Native

English – Professional (ILR 3)

\mathbf{Y}	Thomasvincent0495@gmail.com





Gent, Belgium

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- github.com/Dixcit-TV - dixcit-tv.github.io

Softwares & Tools

Visual Studio

Perforce, Git,

(Tortoise) SVN

Nvidia NSight

Unity

Unreal Engine 4

ABOUT

Highly motivated junior programmer thriving at and enjoying problem solving and developing innovative solutions. I am looking forward to building my career in the gaming industry as it was my primary incentive to become a programmer. I welcome new challenges and a willing to be taken out of my comfort zone as it enriches my skills and knowledge.

PROGRAMMING SKILLS

Main Languages		Framework & API	
C++		.net	
C#		WPF	
SQL		DX11	
HLSL		PhysX	

Additional knowledge/experience

- Asp.net, JavaScript / jQuery, PHP, Html, CSS, Tsqlt, PowerShell, CMake
- 3DS Max, Photoshop, Substance Painter
- Unit Testing, Agile / Scrum

EXPERIENCE

Software Developer - Aspen Grove Solutions, Ireland Jan 2016 – Aug 2019

Participated in the full solution development cycle as part of the BAU team and acted as supporting member for the security team.

- Security: Investigate on security vulnerabilities and prototype satisfactory remediations.
- BAU: Enhancement and debugging of existing applications, development of new features from the front end to the database, remediate security vulnerabilities.
- Creation of design and requirements document.
- Design and development of in-house tools and NuGet packages.
- C# / asp.net, JS / jQuery, TSQL / TSQLT

Web Developer - Nooveo, France

Apr - Aug 2015

- Project: Requirement analysis, database design, wireframing, and front- and back-end development of a role based internal company web-platform around an in-house framework.
- Graphic and framework integration for new and existing websites.
- Web sites debugging and Improvement.
- Design and development of new features.
- Enhancement of the in-house framework.
- HTML, PHP, CSS, JS / jQuery, MySQL (PhpMyAdmin)