



# 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)



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

## 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

C++

C#

SQL

HLSL

### Framework & API

.net

WPF

DX11

PhysX

### Softwares & Tools

- Visual Studio
- Perforce, Git, (Tortoise) SVN
- Nvidia NSight
- Unreal Engine 4
- Unity

### 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)