THOMAS VINCENT

PROGRAMMER

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- dixcit-tv.github.io

ABOUT

Highly motivated game programmer thriving at and enjoying problem solving and developing innovative solutions. I am keen on taking on new challenges as it helps me develop and broaden my knowledge and skills.

I have a great interest in becoming an Engine programmer as my curiosity lies in algorithms. If I must choose more narrowly, I would lean towards Graphics.

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)

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

Critical-Thinking

Autonomy

Self-Management

Taking initiative

Creativity

Languages

French – Native

English – Professional (ILR 3)