



THOMAS VINCENT

GAME 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

Critical-Thinking

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 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++
- SQL
- C#
- HLSL

Framework & API

- .net
- DX11
- WPF
- PhysX

Softwares & Tools

- Visual Studio
- Perforce, Git, (Tortoise) SVN
- Nvidia NSight
- RenderDoc
- 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

(Intern) Graphics Programmer - Frozenbyte, Finland

Feb 2022 – Current

- Implementation/Enhancement of cross-project Post Processing Effect
- Worked on additional Rendering feature support for artists.
- Cross-Platform development environment
- In-house Engine / Editor, C++, HLSL, DX11

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 and remediate security vulnerabilities.
- BAU: Feature design, creation, debugging and improvement.
- 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.
- General debugging, feature creation and improvements.
- HTML, PHP, CSS, JS / jQuery, MySQL (PhpMyAdmin)