DOYLE T.

Print Friendly Summary: doy-lee.github.io/doyleqnt_resume_summary.pdf

DETAIL

This Resume: doy-lee.github.io
Email: doyleqnt@gmail.com
Github: github.com/doy-lee
Flickr: flickr.com/doy-lee

RESUME QR CODE

EDUCATION

2014-2017 UNIVERSITY OF NEW SOUTH WALES Bachelor of Science (Computer Science)

PROGRAMMING PROJECTS

ON-GOING **PERSONAL TOOLS**

SOLO PROJECT(S) (github.com/doy-lee/)
Personal tool(s) custom built to improve productivity.
C++, Win32

2017 MAY **DTRENDERER**

SOLO PROJECT (github.com/doy-lee/DTRenderer)
Low-level software renderer from (almost all) first principles for learning purposes.
C subset of C++, Win32

2017 APR **DCHIP8**

SOLO PROJECT (github.com/doy-lee/dchip-8)
Create a CHIP8 interpreter with minimal libraries.
C subset of C++, Win32

2017 APR **MATH MASHER**
2016 NOV

TEAM ROLE: Lead Dev, Game/Asset Designer (luneaustralia.com)
Educational Android/iOS game teaching fundamental math interactively for kids.
C++, DOS Batch, Photoshop, Cocos2Dx Game Library, Audacity

2016 DEC **DENGINE**
2016 JUN

SOLO PROJECT (github.com/doy-lee/dengine)
Basic 2D Game Engine using minimal libraries with the goal of creating Asteroids.
C subset of C++, OpenGL, GLFW, GLEW, Sean Barrett STB Libs, OpenAL

WORK EXPERIENCE

2017 NOV **WARGAMING SYD**
2017 AUG Intern Junior Software Engineer
- Client Tools Team | C++11, Qt, Jira, Perforce, Plastic
- Working on internal tooling app for assisting content creation.
- Bug fixing, develop and implement user stories in tools for artists.

2015 DEC **WHSMITH**
2013 NOV Team Leader
- Use effective time-management to handle deliveries, orders and tasks.
- Lead a team of 3-6 workers for everyday store requirements.
- Employ problem solving and interpersonal skills for customer service.
- Located at International/Domestic Airport (high volume).

SKILLS/INTERESTS

C | C++ | Java | HTML/CSS | Photography | Photoshop | After Effects/Premiere