

DOYLE THAI

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

DETAIL

This Resume: doy-lee.github.io

Email: dyl.thai@gmail.com

Github: github.com/doy-lee

Flickr: [flickr.com/doy-lee](https://www.flickr.com/photos/doy-lee/)

RESUME QR CODE



EDUCATION

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

Pre-2013 **KINGSGROVE HIGH SCHOOL** 94.95 ATAR

PROGRAMMING PROJECTS

ON-GOING **PERSONAL TOOLS**

SOLO PROJECT(S)

Personal tool(s) custom built to improve productivity.

C++, Win32

github.com/doy-lee/

2017 MAY **DTRENDERER**

SOLO PROJECT(S)

Low-level software renderer from (almost all) first principles for learning purposes.

C subset of C++, Win32

github.com/doy-lee/DTRenderer

2016 NOV **MATH MASHER** 2017 APR

TEAM ROLE: Lead developer, Game Designer, Asset Designer

Educational Android/iOS game teaching fundamental math interactively for kids.

C++, DOS Batch, Photoshop, Cocos2Dx Game Library, Audacity

luneaustralia.com

2017 APR **DCHIP8**

SOLO PROJECT

Create a CHIP8 interpreter with minimal libraries.

C subset of C++, Win32

github.com/doy-lee/dchip-8

2016 JUN **DENGINE** 2016 DEC

SOLO PROJECT

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

github.com/doy-lee/dengine

2016 SEP **TIMETABLR** 2016 OCT

TEAM ROLE: Lead Developer, UI Design (Uni Project)

Android app that parses UNSW timetables and connects friends timetables together.

Java, Retrofit, SQL

WORK EXPERIENCE

2013-2015 **WHSMITH** **TEAM LEADER**

- Utilise effective time-management to handle deliveries, orders and tasks.
- Lead a team of 3-6 workers to fulfill everyday store requirements.
- Employ problem solving and interpersonal skills for customer service.
- Located at International/Domestic Airport (high volume).

2011-2013 **HOBBYIST** **PHOTOGRAPHER**

- Volunteer for events and projects as the photographer.

SKILLS/INTERESTS

C

C++

Java

HTML/CSS

Photography

Photoshop/Illustrator

After Effects/Premiere