

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](https://www.flickr.com/photos/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 (mostly) first principles for learning.
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 2016 NOV MASHER

TEAM ROLE: Lead Dev, Game/Asset Designer (doy-lee.github.io/luneaustralia) (archive only)

Educational Android/iOS game teaching basic 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 with minimal libraries with the goal of learning.
C subset of C++, OpenGL, GLFW, GLEW, Sean Barrett STB Libs, OpenAL

WORK EXPERIENCE

2017 NOV WARGAMING SYD

2017 AUG Intern Software Engineer

- Client Tools Team | C++11, Qt, Jira, Perforce, Plastic
- Working on internal tooling app for assisting content creation.
- Bug fix and implement 21 tickets for tools over a span of 3 months.

2015 DEC WHSMITH

2013 NOV Team Leader

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

SKILLS/INTERESTS

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