

Thomas Wiltshire

Hello, my name is Thomas. I'm a hard-working, passionate programmer that is currently living in Tongala, Victoria, Australia. Over the last 3 years, I have been studying at the Academy of Interactive Entertainment (AIE) to obtain a Bachelor of Games and Virtual Worlds (Programming).

Location: [Sinclair Road Tongala, VIC 3621.](#)

Contacts: [+61 466661042](#)
thomas.wiltshire14@icloud.com

Portfolio: thomaswiltshire.com

EDUCATION

Bachelor of Games and Virtual Worlds, Academy of Interactive Entertainment — Melbourne, Victoria

January 2017 - December 2019

Primary School / High School, Kyabram P-12 College / Kyabram St Augustine's College — Kyabram, Victoria

January 2002 - December 2014

WORK EXPERIENCE

Software Developer Trainee, Advance Computing — Kyabram, Victoria

January 2016 - December 2016 (1 Year)

I worked at Advance Computing for around a year where I started a Certificate 3 in Information Technology as a part of my traineeship in software development. I learnt a lot during my time here, had many amazing experiences, obtained a greater knowledge of business and got my first real taste of the software development industry.

Crew Member, Mc Donald's Australia — Echuca, Victoria

March 2015 - January 2016 (1 Year)

I worked at McDonald's within the kitchen environment, being trained in most aspects. During my time here, I gained irreplaceable skills and experience in teamwork, punctuality, leadership, cooking and cleaning.

IT Technicians Assistant (Work Placement), Kyabram Community and Learning Centre — Kyabram, Victoria

March 2014 - December 2014 (½ Year)

As a part of my VCAL studies, we were required to find work placement. I worked at KCLC in the IT department, helping with various repair jobs, network issues and general computer assistance.

NOTABLE PROJECTS (FOUND AT THOMASWILTSHIRE.COM)

Lua C++ Bindings Project, Technical Design Document (Developed for the Gypsy's Tale Project) and Zombie Game (A Passion Project).

EXPERIENCE AND SKILLS

Languages: C# (3 years), C++ (3 years), Lua (3 years), HTML5/CSS (1 ½ year), Javascript (½ year).

Software: Visual Studio, Visual Studio Code, MonoDevelop, SVN, Git, Github, SourceTree.

Hardware: Development Lifecycles of iOS, Android, Windows and Macintosh.

Frameworks: Unity (2 years), Love2D (2 years), WinForms (1 year), UWP (1 year), UE4 (<½ year).

Management: Formal education in project management (Agile, Scrum, Kanban, Waterfall), Documentation and UML.

Other: Great Teamwork and Troubleshooting Skills.

REFERENCES

AS THIS IS A PUBLIC SITE, REFERENCES ARE AVAILABLE ON REQUEST, TO PROTECT REFERENCE INFORMATION!