Thomas Wiltshire

PROGRAMMER

Details

Ferntree Gully, Victoria
+61 466661042
thomas.wiltshire14@icloud.com

Portfolio

thomaswiltshire.com

Languages / Frameworks

C# (4 Years)

C++ (3 ½ years)

Lua (3 years)

HTML5/CSS (3 years)

Javascript (1 ½ years)

Unity (4 years)

Discord.JS (1 ½ Years)

Love2D (2 years)

WinForms (1 year)

UWP (1 year)

Experience / Skills

Experience using IDE's and Source Control like Visual Studio, Xcode, SVN, Git, Github and SourceTree.

Experience in the development lifecycles of iOS, Android, Windows and Macintosh.

I have a formal education in project management, which includes experience in Agile, Scrum, Kanban, Waterfall, Documentation and UML.

Hobbies

Playing and creating video games, watching television and movies, and an interest in all things cryptocurrency!

Profile

Hello, I'm Thomas. I'm a hard-working, passionate games programmer that is currently living in Ferntree Gully, Victoria. I studied at the Academy of Interactive Entertainment (AIE), where I obtained a Bachelor in Games and Virtual Worlds and currently I am working full time at Cash Converters.

Employment History

Buys and Loans Operator, Cash Converters, Ringwood, Victoria

FEBRUARY 2020 — PRESENT

I'm currently employed at Cash Converters, working in the Buys and Loans department. During my time here I've gained valuable experience working with customers, working in the retail department, managing accounts, purchasing products for the business, and pricing these appropriately for our retail department.

Software Developer Trainee, Advance Computing, Kyabram, Victoria

JANUARY 2016 — DECEMBER 2016

While at Advance Computing, I started a Certificate 3 in Information Technology as a part of my trainee-ship in software development. I mainly worked in software, with some help-desk and support responsibilities.

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

MARCH 2015 — JANUARY 2016

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

Education

Bachelor of Games and Virtual Worlds (Programming), Academy of Interactive Entertainment, Melbourne, Victoria

JANUARY 2017 — DECEMBER 2019

Certificate III in Multimedia, Kyabram Community and Learning Centre, Kyabram, Victoria

JANUARY 2013 — DECEMBER 2013

Primary School / High School / Victorian Certificate of Applied Learning , Kyabram P-12 College / Kyabram St Augustine's College, Kyabram, Victoria

JANUARY 2002 — DECEMBER 2014

Notable Portfolio Projects

An Infestation (Multiplayer Prototype)

SEPTEMBER 2020 — PRESENT

JamJar (Discord Bot)

AUGUST 2021 — SEPTEMBER 2021

Gypsy's Tale (Technical Design Document)

JULY 2018 — DECEMBER 2018

Lua C++ Bindings Project

APRIL 2018 — MAY 2018

Zombie Game

FEBRUARY 2015 — MAY 2015

References

References available upon request