Thomas Wiltshire

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.

Location: Ferntree Gully VIC

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thomas.wiltshire14@icloud.com

Portfolio: thomaswiltshire.com

EDUCATION

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

January 2017 - December 2019

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

January 2013 - December 2014

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

January 2002 - December 2014

WORK EXPERIENCE

Buys/Loans Operator, Cash Converters — *Ringwood, Victoria*

February 2020 - Present (1 ½ Years)

I'm currently employed at Cash Converters, working in the Buys/Loans department. I have experience working Face to Face with customers, managing accounts and working in the Retail department.

Software Developer Trainee, Advance Computing — *Kyabram, Victoria*

January 2016 - December 2016 (1 Year)

While at Advance Computing, I started a Certificate 3 in Information Technology as a part of my traineeship in software development. I mainly worked in software, with some helpdesk and support responsibilities.

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

March 2015 - January 2016 (1 Year)

I worked at McDonald's within the kitchen. I gained irreplaceable skills in teamwork, punctuality, leadership, cooking and cleaning.

NOTABLE PROJECTS (FOUND AT THOMASWILTSHIRE.COM)

Lua C++ Bindings Project, Technical Design Document (Developed for Gypsy's Tale), JamJar Discord Bot, An Infestation and ZombieGame.

EXPERIENCE AND SKILLS

Languages: C# (4 years), C++ (3 ½ years), Lua (3 years), HTML5/CSS (3 years), Javascript (1 ½ years).

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

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

Frameworks: Unity (4 years), Discord.JS (1 ½ 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

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