

Thomas Billett

Software Developer

Frome, Somerset

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A talented software developer with strong problem-solving capabilities with experience in team game development from a Computing degree at Falmouth University. With a focus on creating enemy AI systems, whilst also being versatile in other programming disciplines. Knowledge is centred around C# and Unity Engine.

Skills

- C#
- Unity
- C++
- Git
- HTML
- CSS
- Python
- R
- Agile Workflow

Education

BSc Computing for Games (Hons) | 2:1 | Falmouth University

- Worked as a programmer specialising in artificial intelligence in student team projects for 3 years, while using version control and an agile workflow
- Gained experience in Unity and Unreal Engine

Dissertation:

“How does difficulty influence a player’s view of Artificial Intelligence?”

Hobbies

In my spare time, I enjoy going to my local climbing centre bouldering with my friends. Building PCs and playing chess. I also love reading, in particular history books and fantasy.