

Thomas Billett

Software Developer

Frome, Somerset

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A dedicated software developer graduate with strong problem-solving skills 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?”

Frome Community College

A Level (2018-2020)

Computer Science – A

History - A

EPQ - B

GCSE (2015-2018)

9 GCSE’s 8 – 5

Including: Maths, English, Triple Science, Computing, History, Geography and Product Design

Career History

Online Personal Shopper

Asda Frome April 2020 – Present

- Pick customer orders from across the store ensuring product quality and suitable use by date
- Work to strict time constraints (such as items picked per hour) to allow for timely delivery too the customer.
- Assist customers instore with any requests for help, taking the customer to the relevant place instore if necessary.
- Lifting and carrying items up to 20kg safely
- Working unsociable hours from 3am regularly.

Hobbies

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

References

Available upon request.