**Thomas Billett**

**Software Developer**

Frome, Somerset thomas@billett.org.uk

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 | * Unreal Engine |

# 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 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

Brian McDonald