**Thomas Billett**

**Software Developer**

Frome, Somerset thomas@billett.org.uk

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.