

THOMAS HELM

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OBJECTIVE

As an experienced software developer, I am eager to contribute my skills to an agile team. With a focused and driven approach to learning and working, I am confident in my ability to excel in the software development job space. I bring a patient demeanor and a creative approach to problem-solving, which sets me apart from my peers and allows me to deliver innovative solutions.

PORTFOLIO

<https://thomashelm.ca>

EDUCATION

NAIT Digital Media & IT Diploma (2018 – 2020) Edmonton, AB
Northern Alberta Institute of Technology. Graduated with a 4.0 GPA and honors.

EXPERIENCE

Software Developer – Northern Alberta Institute of Technology
June 2021 – Current ~ 2 years

- Implemented UI based on designer specs to optimize user workflow.
- Created and reviewed pull requests to ensure code quality.
- Created a tutorial system to guide users through the software.
- Organized user-created project content using JSON for input/output operations.
- Engaged in pair programming sessions to develop and review code.
- Developed WebGL build scripts with Unity build system.
- Managed tasks and documentation progress using Jira.

Software Tester – Epic Games

October 2020 – June 2021 ~ 8 MONTHS

- Executed daily tests to ensure Unreal engine quality on release.
- Tested tools, animations, gameplay, and build systems.
- Explored C++ code and systems to ensure optimal quality for developers.
- Created batch files as part of my personal automation efforts, resulting in a more efficient workflow.

Game Programmer – Beach Day Studios

January 2020 – May 2020 ~ 4 MONTHS

- Developed hyper casual games.
- Used Unity3D, C#, Visual Studio Code, and Git version control tools in a team environment.
- Completed an unpaid internship as a game developer and programmer.
- Worked with various frameworks related to VR and mobile.

LEADERSHIP

- Led programmers in agile team environment for NAIT course project.
- Mentored Junior Developer in complex C# language features at NAIT.

REFERENCES

Provided on request.