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 – August 2023 ~ 2 1/2 years

* 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.
* Developed and maintained automated tests.

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.