Thomas Helm

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| Objective | To obtain a career in the game programming job space. I know my skills can be an extraordinary asset to your team as I am: focused, driven, and have been known to practice excellent time management. My patient demeanor, and creative approach to problem solving sets me apart from my fellow associates. | |
| Portfolio | <https://thomashelm.ca> | |
| Skills & Abilities | * 8 years programming experience * OOP design principles * Git version control * Kanban & Documentation * UI & UX Design | * Scripting Languages (Lua, Python, C#) * Fundamental Systems knowledge (C++, Rust) * Game Engines (Unity, Unreal, Godot) * Software Testing |
| Experience | **Junior Software Developer** NAITJune 2021 – Current I work on tasks everyday ranging from testing to entire features with supported documentation. During my time here I have worked on UI, Automated Testing, Animation, User Tutorials, Saving/Loading, Audio, git pull requests, pair programing, and custom WebGL builds. **Software Tester** Epic GamesOctober 2020 – June 2021 ~ 8 months Involved running tests on a weekly basis. I tested core engine features, tools, animations, and gameplay features. I worked on the core team sometimes involving small dives into C++ and personally automated some menial processes to speed up my workflow. **Game Programmer** BEACH DAY STUDIOSJAnuary 2020 – May 2020 ~ 4 Months I worked as a game developer and programmer creating hyper casual games and game creation toolsets. The tools I used in the team environment were Unity3D, C#, Visual Studio Code, and Git version Control. This was an "unpaid internship." I worked with multiple frameworks including VR and Mobile. | |
| Education | **NAIT** Edmonton, ABDigital Media & IT Diploma 2018 - 2020 Northern Alberta Institute of Technology. Specialization in Game Programming. Graduated with a 4.0 GPA and honors. | |
| Leadership | During the final course project at NAIT, I lead the other programmers in an agile team environment. With a focus on great version control techniques and coding conventions, I guided various teams to create excellent client projects. | |
| References | **Provided On Request** | |