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 will not just benefit the team, but the clients we work for. | |
| Portfolio | <https://thomashelm.ca> | |
| Skills & Abilities | * 8 years general programming experience * OOP design principles * Git version control * Kanban & Documentation | * Systems knowledge (C++) * Scripting & Programming Languages (Lua, Python, C#) |
| Experience | **Junior Software Developer** NAITJune 2021 – Current Currently working on research projects for NAIT using Unity3D. We use agile approaches to complete client projects. Majority of my time is spent implementing new features, bug fixing, and brainstorming with the team. **Software Tester** Epic GamesOctober 2020 – June 2021 ~ 8 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. Internship. **Sales Associate** Hickory Farms2018 - 2019 2 Years Christmas Seasonal Greeting and engaging customers. Providing merchandise and outstanding customer support. | |
| Education | **NAIT** Edmonton, ABDigital Media & IT Diploma Northern Alberta Institute of Technology. Specialization in Game Programming. Graduated with honors and a 4.0 GPA. | |
| 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** | |