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|  | T.J. Helm  51 Martinridge Way NE Calgary, Alberta T3J3C9  helmthomas2000@gmail.com | 780-265-5727 | |
| Objective | To obtain a career in the gaming/programing department. I know I would be an extraordinary asset to your team as I am: focused, driven, and I 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 | * Unity 3D * OOP design principles * Git version control * C++ * Scripting Languages | * Strong work ethic * Reliable/dependable * Eager to learn new skills * Positive role model * Goal Driven |
| Experience | **Game Programmer** Beach Day StudiosJanruary 2020 – May 2020 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. Started as an internship and was hired later. **Sales Associate** Hickory Farms2 Years 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 programmers in an agile team environment. With a focus on great version control techniques and coding conventions, I lead the various teams to creating viable client projects. | |
| References | **Provided On Request** | |