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|  | Thomas Helm  207, 1615 Scenic Heights S, Lethbridge AB  [helmthomas2000@gmail.com](mailto:helmthomas2000@gmail.com)  (+1) 780-265-5727 | |
| 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 | * 7 years general programming experience * OOP design principles * Git version control * Strong systems knowledge  (C++, Rust) * Scripting Languages   (Lua, Python, C#) | * 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. Internship. **Sales Associate** Hickory Farms2 Years Seasonal 2018-2019 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** | |