

Thomas McNallen-Jones

Contact

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Portfolio: <https://tmcnallen-jones.github.io/>

Professional Summary

I have been programming for 8 years. I started learning python in my IT classes back in secondary school. With this newfound interest in programming, I have since taken classes in other forms of computer science and learnt how to use many different tools and languages through classes and at home experience of regular creating small scale game projects in my spare time so that I can one day work my way into a career as a programmer.

Skills

- C++
- Assembly
- C#
- Unity
- Unreal
- Dx11
- SQL
- HTML
- Python
- Visual Studios
- GitHub

Education

2022 – current

Sheffield Hallam University:

Computer Science For Games (BSC HONOURS)

Modules studied:

Software hardware optimisation

Fundamentals of computer architecture

Object orientated C++ programming

2022

Outwood Post 16 Centre Worksop (A level):

Computer Science (A)

Maths (B)

Sociology (A)

2020

Outwood Academy Portland (GCSE):

9 GCSE's grades (7-8), including Computer Science, Maths and English

Hobbies and interests

Music (Guitar and drums)

Currently learning Japanese and Spanish

Game development/coding

References

Available on request