Thomas Isherwood

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Profile

Adaptable and capable in fast learning environments. I am passionate about many topics including music, games, ai and anything in the tech space. With a good understanding of Microsoft tools and the Office Suit, as well as other tools like the JetBrains toolbox. Proven ability to lead teams and deliver projects using Agile methodologies. Available to work both in the UK & EU, seeking a summer internship to continue my passion for games!

Key Projects

Studio Project – Multiplayer Dungeon Crawler (Unity)

- **Role:** Producer, **Team Leader of 8**, and Programmer, developing a multiplayer dungeon crawler.
- Implementing core gameplay mechanics, multiplayer functionality using **Unity Net Code**, and AI-driven enemy behaviour.
- Managing project timelines, task delegation, and team collab using **Agile** & **Trello**.

BFX Game Jam 2024 – Fast-Paced Multiplayer Shooter (Unity)

- **Role: Group Leader of 5** & Network Coder
- Developed a fast-paced multiplayer shooter using **Unity Net Code** for multiplayer functionality.
- Implemented dynamic power-ups, a rotating map, and environmental hazards.
- Nominated for **Best Mechanics** at the game jam out of 20 teams.

Custom Game Engine with AI Integration (C++, OpenGL, SDL2)

- **Role:** Solo Developer
- Building a custom game engine from scratch using **C++**, **OpenGL**, and **SDL2**.
- Integrating Mistral LLM for user re-direction and in-engine tooling to streamline game development workflows.

Technical Skills

- **Programming Languages:** C++, C#, Python, JavaScript, GDScript

- **Game Engines:** Unity, Unreal Engine, Godot, GMS

- **Graphics & Rendering:** OpenGL, SDL2, FLTK

- **Networking:** Unity Net Code, Winsock for Windows

- **Other Skills:** AI Integration, Game Engine Development, Unit Testing

Education

Bournemouth University
BSc (Hons) Games Software Engineering - *September 2023 – Present*

Completed Modules:

- Programming in **C++** (High Score)
- **Physics/Graphics/Network** Programming
- **Mathematics** for AI and Graphics
- GUI Development with SDL, FLTK, and **OpenGL**
- Using **AGILE** practices and other Project Workflows
- **Building AI** and researching **Machine learning** methods

Hautlieu School
A Levels: Computer Science, Mathematics, Music Technology
*GCSEs: **Maths**, English, Chinese, **Triple Science**, Design Technology, **Music Technology**,*
Computer Science *– Using Unity to create a 3rd person Horror game using AI NPC Plugins.*

Relevant Employment

Denix Studio – AI Programmer - *May 2025 – Present (Part-time)*

- Working in Unreal to explore **AI & Navigation** in a new upcoming commercial project!

JE3.COM – Service Desk & Junior Software Engineer - *September 2023 – Present (Part-time)*

- Collaborated with the development team to create websites and applications using **Astro/Svelte** and **JavaScript**.

- Gained experience in **full-stack development**, including front-end (HTML/CSS/JavaScript) and back-end (API integration).

- **Logged and managed tickets** for the security team, gaining exposure to cybersecurity practices.

Manche-Iles Express – Travel Agent - *May 2023 – April 2025 (Part-time)*

Sports Direct - General Retail Assistant - *February 2020 – September 2020*

Hobbies & Interests

- Keeping up-to-date with the latest advancements in game development and AI.

- Interest in History & Geo-Politics. Cultures & languages.

- Trail Running, Airsoft & Fencing – F1 & Rugby fan (played from U7 – U18)

- Music production & sound design. Piano/Violin player, member of the JSO (Jersey Symphony Orchestra). Also tutor in jersey academies (Accordion, Guitar, Keyboard)

References - Available upon request.