

# Thomas Isherwood

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Portfolio Website: <https://thomasisherwood.com/en/> - <https://github.com/thisguy245>

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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 Suite, 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, I am seeking a paid summer internship preferably with a technology company or department, though open to all opportunities to help fund my final year at university.

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

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

### University - Student Ambassador

- Guidance to new and prospective students, attendance and support at key university events and occasional training and assistance to new students.

## JE3.COM – Service Desk & Junior Software Engineer - September 2022 – December 2024 (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 infrastructure and security team, gaining exposure to service management and cybersecurity best practices.

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

- In-person and phone support to iTravel customers, handling tasks for passenger embarkation and disembarkation.
- Manage customer service, complaints, and check-in desk operations.

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

- Sales, customer service, complaints and stock taking.
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## Education

### Bournemouth University (BSc Hons) Games Software Engineering) 2023 – Present Completed

#### Modules:

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

## Key Projects Studio Project – Multiplayer Dungeon Crawler (Unity)

- **Role:** Producer, Team Leader, 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 & 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 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.

## Hautlieu School

**A Level:** Computer Science, Mathematics, Music Technology

**GCSE:** Maths, English, Mandarin, Triple Science, Design Technology, Music Technology, Computer Science

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**Languages:** Native English and French, basic German, Breton and Mandarin

### 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

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### Hobbies & Interests

- Grade 8 Drama, Grade 7 Violin, Grade 6 Piano
- History & Geo-Politics. Cultures & languages.
- Participation in several hackathons, awarded 2<sup>nd</sup>, 1<sup>st</sup> place
- Innovation award in Jersey Student Business challenge
- Nomination for Student of the Year Jersey Tech awards.
- Trail Running, Airsoft & Fencing – F1 & Rugby fan (played U7 – U16)
- Music production & sound design, member of the JSO (Jersey Symphony Orchestra).
- Occasional tutor in Jersey Youth Academies (Accordion, Guitar, Keyboard)