Thomas Isherwood

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Profile

Passionate developer with hands-on experience in **Unity**, **C++**, and **OpenGL**, currently leading a team of 8 in developing a **multiplayer dungeon crawler** as part of a university studio project. Skilled in **network programming**, **game engine development**, and **AI integration**. Seeking a summer internship/placement to further develop my skills and contribute to innovative game development projects.

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.

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 AI tools for navigation 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)*

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

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.

- Learning History & tying it to Geo-Politics. Aswell as learning new languages & cultures.

- Trail Running, Airsoft & Fencing – Watching F1 & Rugby since I no longer play!

- Music production & sound design. Classical Music & playing in an Orchestra.

References - Available upon request.