

Thomas Toye - CV

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Summary

I am currently a Computer Games Programming student at the University of Gloucestershire. As a highly motivated and self-driven learner. I am always excited to be able to work in or lead teams, where I can thrive by appreciating everyone's perspective and opinions.

Education

The Hereford Academy [2007 - 2012]		Hereford Sixth Form College [2012 - 2015]
<u>GCSE's</u> A - Mathematics A - Physics A - Biology B - Chemistry	C - English	<u>A Level's</u>
	B - English Literature	A - General Studies
	<u>BTEC's</u>	B - Computing
	A* - Business Studies	C - Business Studies
	A* - Construction	D - Mathematics

University of Gloucestershire - [2015 - Current] - BSc (Hons) Computer Games Programming

I am now a second-year student and have learnt various programming languages and skills. I have also begun expanding my skill base to include games design skills, such as player feedback and level design.

Experience

Engineer & Technician Intern - British Telecommunications - Madley, Herefordshire - [2013]

During my time at BT I was thrown into various roles for example I would one week be setting up Satellite dish's to send and receive television signals and the next I was setting up and documenting servers. I was commended for my ability to pick up new skills quickly and being able to effectively communicate with co workers on tasks.

Skills

- Strong understanding of multiple programming languages: C#, C++, Visual Basic, SQL
- Experienced with using version control: Bitbucket, Github, SourceTree
- Confident with various games engines: Unity, Unreal Engine
- Knowledge of other various games industry tools: experience with 3d modelling software (3ds-Max), Photoshop and FMOD

Interests

In my spare time, I enjoy cycling both on road and trails and I also have a blue belt in Kickboxing. Whilst at university I have also picked up a keen interest both pool and ping pong. I also have an eager interest in computer hardware, 3d printing and RC cars. I have built and raced RC cars at Silverstone and even programmed cars using an Arduino.

References available on request.