# Thomas Toye - CV

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## Summary

I am currently a junior programmer at Neon Play, whilst I am also a Computer Games Programming student at the University of Gloucestershire. Having both an academic and professional environment to learn and improve upon myself in has given me the best of both worlds. I have had the opportunity to learn both in-depth knowledge of programming along with lots of key industry insight.

## Education

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

**University of Gloucestershire - [2015 – Current]**
BSc (Hons) Computer Games Programming – Expected Grade: First-Class Honours (1st)
I am now in my final year and have learnt various programming languages and skills. I have also been expanding my skill base to include both games design skills and games market knowledge.

## Experience

**Junior Programmer – Neon Play - [July 2017 - Present]**
From the very start of my career at Neon Play I have played a role not only in programming games but, also designing them. The very first project I worked on at Neon Play was a game that I had already designed and started developing whilst at university. In the past two years, I have developed and released dozens of mobile games. Two of them (Roller Splat! & Soccer Kick) have been published by Voodoo, which have received over 50 million downloads combined.

## Skills

- Strong understanding of multiple programming languages: C#, C++
- Experienced with using version control: Git
- Confident with Unity and mobile development (both iOS and Android)
- Knowledge of monetization, user acquisition, user retention, localization.