Thomas Fleming

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My work and skills pertain mainly around the field of software and games development, I am a highly motivated individual that can work well in teams or alone and am always looking to overcome challenges.

QUALIFICATION

QUT, 16 February 2012 – 24 July 2015, IT04 Bachelor in Games & Interactive Entertainment, GPA 5

In my bachelor of Games & Interactive Entertainment, I have specialized in design, however I have also used my electives to broaden my learning to programming and business. Worked on many team projects, often leading, met deadlines, developed team communication skills as well as conducting user testing.

QUT,24 February 2016 – 24 July 2016, Graduate Certificate in Business(Management)

In this course I studied multiple aspects of management including management theory, Organisational behaviour and Business law. I believe this has given me a strong basis for my work ethic and ability to work and understand others.

Tafe Queensland, 28 February 2010 – 24 October 2011, Cert 3 in IT ICA30105

In this course I covered a wide array of proficiencies including , user documentation, installing and optimising system software, care for computer hardware and providing advice to clients.

TECHNLOGY SUMMARY

Languages: C#, C++, Python, Html, SQL, CSS3, PHP

Software: MS Office 2016, Adobe (Photoshop, Flash, Indesign), WordPress, Git, Unity 5

Portfolio: https://noodlebox37517.github.io/

EMPLOYMENT HISTORY

2015	**Website Development**
	Contracts
2017	**Junior Software Developer**
	T.F Fleming & A.J Moran & A.J Parnell
2018	**Game Developer**
	Sole Trader

INTERESTS

I am an avid computer gamer and PC enthusiast, building different rigs for family and friends. These interests have also led me to becoming and administrator for an online community.

AWARDS

Ideas to change the World Weekly Winner – "Network Power" Queensland University of Technology

-Awarded for presenting an idea focused on improving the world we lived in, which involved research, team work and innovation.

Blizzard AU/NZ Level Design Competition Winner (Most Unique Game Concept) Blizzard Australia

-Awarded for a StarCraft 2 level design, specifically for the innovation of the design work.

COURSE HISTORY

2016	Semester 1	AYN456	Business and Corporations Law
2016	Semester 1	MGN409	Management Theory and Practice
2016	Semester 1	MGN412	Organisational Behaviour
2016	Semester 1	MGN428	Creating New Ventures
2014	Semester 2	IAB130	Databases
2014	Semester 2	INB380	Games Project
2014	Semester 2	KIB202	Enabling Immersion
2014	Semester 1	INB282	Games Level Design
2014	Semester 1	INB379	Game Project Design
2014	Semester 1	INB383	AI for Games
2013	Semester 2	INB250	Foundations of Computer Science
2013	Semester 2	INB272	Interaction Design
2013	Semester 2	INB348	Mobile Application Development
2013	Semester 1	BSB126	Marketing
2013	Semester 1	INB281	Advanced Game Design
2013	Semester 1	INB371	Data Structures and Algorithms
2013	Semester 1	KIB201	Concept Dev for Game Des & Interact Med
2012	Semester 2	INB181	Introduction to Games Production
2012	Semester 2	INB270	Programming
2012	Semester 2	INB280	Fundamentals of Game Design
2012	Semester 2	KIB205	Programming for Visual Design & Artists
2012	Semester 1	INB103	Industry Insights
2012	Semester 1	INB104	Building IT Systems
2012	Semester 1	INB180	Computer Games Studies
2012	Semester 1	INB182	Introducing Design

REFEREE

Alexander Jack Moran- Partner, T.F Fleming & A.J Moran & A.J Parnell – 0422 185 611

Blake McCririck – Team member, Capstone Project – 0423 193 015