

Tom Hunter

Games and Software Developer

Summary

Excellent programmer and well-rounded developer with 3.5 years of game development experience. Practiced problem-solver with an exceptional capacity to analyze, design, and iterate code that is clean, scalable, and well-documented. Comfortable with prioritizing and completing tasks while maintaining regular communication with my peers. Friendly, respectful, and a great fit for any team dynamic.

Education

Bachelor of Games and Interactive Environments (Software Technologies) from Queensland University of Technology (QUT), 2017-2020

- Minored in Advanced Software Technologies and Interaction Design.
- Graduated with a GPA of 6.2

St Luke's College Karratha, 2013-2017
91 ATAR (5-6 OP)

Work Experience

Game Designer & Developer 01/2021 – Current

National Colleges of Australia ([NCOA](#))

- Independently designed, developed, and published small-scale educational learning tools in Unity3D.

Notetaker 03/2019 – 11/2020

Queensland University of Technology, Brisbane

- Produced and distributed detailed notes from my classes for students in need via QUT's Disability Services.

References

Joel Harman

Queensland University of Technology, Tutor
2 George St, Brisbane City QLD 4000
ja.harman@qut.edu.au

David Conroy

Queensland University of Technology, Lecturer
2 George St, Brisbane City QLD 4000
david.conroy@qut.edu.au



Web Portfolio

tomhunter.dev



Skills

- Master of the Unity3D game engine.
- Advanced knowledge of C#.
- Familiar with Unreal Engine 4, C++, and Blueprints.
- Also knows Java, JavaScript, Python, HTML, and CSS.
- Experience with VR, WebGL, PC, MacOS, Linux, and Android development.
- Familiar with version control, agile, DevOps, iterative development, and all aspects of the production pipeline.
- Studied and applied game design, animation, and QA.
- Learn more and see my games via tomhunter.dev

Contact

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Please note that this is a web-friendly version of my resume that lacks mobile numbers for security reasons.