

# Tom Hunter

Games and Software Developer

## Summary

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Accomplished Software Developer with 4+ years of modern development experience. Practiced problem solver with the ability to analyze problems and design software solutions that are clean, scalable, and well-documented. Flexibility to adapt to new development methodologies, programming conventions, and project environments.

Comfortable with prioritizing and completing tasks while maintaining regular communication with my peers. Self-motivated, respectful, and a true team player. Always seeking new challenges and experiences.

## Work Experience

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### Software Developer @ EB Games Australia

(Jul 2021 – Dec 2021)

Worked in an Agile environment to develop and maintain features for many of EB Games' applications, primarily their ecommerce application for [ebgames.com.au](http://ebgames.com.au). Greatly enhanced my development experience and learned a variety of new skills.

### Game Designer & Developer @ National Colleges of Australia

(Jan 2021 – Jul 2021)

Independently designed, developed, and published multiple small-scale educational learning tools in Unity3D for this startup teacher aides company. Practiced design techniques, client interaction, Unity MLAPI networking, and self-management.

## Education

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

- Minored in Advanced Software Technologies and Interaction Design.
- Achieved a GPA of 6.33 and two academic performance awards.
- Learnt a variety of software and game development skills.

## References

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#### Joel Harman

Queensland University of Technology, Tutor  
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#### Brendan McGill

EB Games Australia, Software Development Manager  
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#### Asher Wildeboer

EB Games Australia, Technical Lead  
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## Web Portfolio

[tomhunter.dev](http://tomhunter.dev)

## Skills

- Advanced knowledge of software development using C#
- Game development using Unity3D and Unreal Engine 4
- Web development using HTML, CSS, LESS, JavaScript, AngularJS, and Razor Pages
- App development using .NET, ASP.NET, NUnit, and LINQ
- Familiar with version control, agile, DevOps, iterative development, and the game production pipeline
- Used C++, Python, Java, and Blueprints
- Experience using and integrating AWS and Azure cloud services
- Creating RESTful APIs
- SQL and database integration
- Thread control, algorithms, regex, dependency injection
- Developed apps for PC, MacOS, Linux, and Android
- Studied and applied software design, and UX design
- Modelling/animation using Maya
- Quality assurance

## Contact

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