Tom Hunter

Games and Software Programmer

Summary

Excellent programmer and well-rounded game developer with 3+ years of non-commercial games 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 active and meaningful communication with my peers. Social, respectful, and a great fit for any team dynamic.

Education

St Luke's College, Karratha, WA – 91 ATAR (5-6 OP)

Bachelor of Games and Interactive Environments from Queensland University of Technology (QUT)
- Majored in Software Technologies
- Minored in Advanced Software Technologies and Interaction Design.
- Achieved a GPA of 6.2.
- Received a Dean's List of Academic Performance award.

Work Experience

Notetaker 03/2019 – 11/2020

Queensland University of Technology, Brisbane
- Casual staff position that took the form of semester-long contracts for both my semesters of 2019 and 2020.
- Produced and distributed detailed notes from my classes for students in need via QUT's Disability Services.
- Conducted regular communication with clients and Notetaking managers and submitted weekly timesheets.
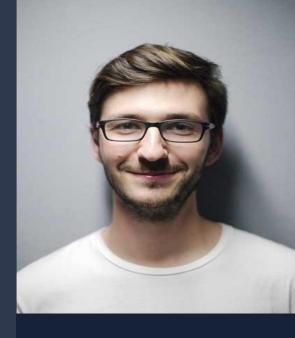
References

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David Conroy
Queensland University of Technology, Lecturer
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Web Portfolio

tomhunter.dev

Skills

- Advanced knowledge of Unity and C#.
- Intermediate knowledge of C++, Blueprints, and Unreal Engine 4.
- Also know Java, JavaScript, HTML, and CSS.
- Experience with VR and mobile development.
- Familiar with Version Control, 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 there are no phone numbers on this web copy for security reasons.