

# Tom Hunter

## Games and Software Developer

### Summary

---

Excellent programmer and well-rounded 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 regular communication with my peers. Sociable, respectful, and a great fit for any team dynamic.

### Education

---

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

- Majored in Software Technologies
- Minored in Advanced Software Technologies and Interaction Design.
- Currently have a GPA of 6.2.
- Received a Dean's List of Academic Performance award.
- Due to graduate December 2020.

St Luke's College Karratha, 2013-2017

- 91 ATAR (5-6 OP)

### 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

---

#### Joel Harman

Queensland University of Technology, Tutor  
2 George St, Brisbane City QLD 4000  
+61 474 320 364  
ja.harman@qut.edu.au

#### David Conroy

Queensland University of Technology, Lecturer  
2 George St, Brisbane City QLD 4000  
+61 7 3138 1131  
david.conroy@qut.edu.au



### Web Portfolio

---

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

### Skills

---

- Familiar with Unity3D and Unreal Engine 4.
- Advanced knowledge of C#, C++, and Blueprints.
- Also know Java, JavaScript, HTML, and CSS.
- Experience with both PC and mobile development.
- Familiar with version control, DevOps, iterative development, and all aspects of the game production pipeline.
- Studied and applied game design, animation, and QA.
- Learn more and see my games via [tomhunter.dev](https://tomhunter.dev)

### Contact

---

+61 477 147 653

[tomhunter.dev@gmail.com](mailto:tomhunter.dev@gmail.com)

[linkedin.com/in/tom-w-hunter](https://linkedin.com/in/tom-w-hunter)