

Tom Hunter

Games and Software Programmer

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.
- Achieved a GPA of 6.2.
- Received a Dean's List of Academic Performance award.

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
ja.harman@qut.edu.au

David Conroy

Queensland University of Technology, Lecturer
david.conroy@qut.edu.au



Web Portfolio

tomhunter.dev

Skills

- Familiar with Unity 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

Contact

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