

# Tom Hunter

## Games and Software Programmer

### Summary

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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.

Studied a BA covering numerous IT, games, programming, and production methodologies. Applied my learning into over a dozen games and software projects that each pushed me to my limits and reinforced or established my skills, while encouraging reflection and improvements.

Comfortable with prioritizing and completing tasks while maintaining active and meaningful communication with my peers. Seeks to kick-start a career in games with an entry-level position to start building my way up to the world's best.

### Education

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

#### **Bachelor of Games and Interactive Environments: Software Technologies** from Queensland University of Technology (QUT)

- Minored in Advanced Software Technologies and Interaction Design.
- Achieved a GPA of 6.2.
- Received Dean's List of Academic Performance Award.

### Work Experience

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**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.

#### **INCLUDE IN FOLDER**

Graduation cert, Degree, Dean's List, Academic History,  
"WACE RESULTS" image



### Web Portfolio

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

### Skills

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

### Contact

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