

THOMAS BILLET

GAMES PROGRAMMER

PROFILE

A dedicated software developer graduate with strong problem-solving skills with experience in team development from a Computing for Games degree at Falmouth University. With a focus on creating AI systems, whilst also being versatile in other programming disciplines. With proficiency in C# as well as a firm understanding of C++.

EXPERIENCE

April 2020 – Present

Ecom Online Shopper | Asda

- Pick customer orders from across the store ensuring product quality and suitable use by date
- Work to strict time constraints (such as items picked per hour) to allow for timely delivery to the customer.
- Assist customers instore with any requests for help, taking the customer to the relevant place instore if necessary.
- Working unsociable hours from 3am regularly.

EDUCATION

BSc Computing for Games (Hons) | 2:1 | Falmouth University

- Worked as a programmer specialising in artificial intelligence in student team projects for 3 years, while using version control and agile workflow
- Gained experience in Unity and Unreal Engine
- Became lead programmer for 3rd year project, overseeing the code base and task allocation
- Dissertation on the perception of AI in video games

HOBBIES

In my space time, I enjoy going to my local climbing center bouldering with friends. Building PCs and playing chess. I also love reading, in particular history books and fantasy.

REFERENCES

Brian McDonald – Head of Games Department

Brian.McDonald@falmouth.ac.uk

Emma Smith – Asda Ecom Manager

01373 475200 (Main Store Number)

CONTACT

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KEY SKILLS

- C#
- C++
- UNITY ENGINE
- VERSION CONTROL
- AGILE WORKFLOW
- HTML
- CSS