



# Thomas Wiltshire

GAME DEVELOPER

## Details

Ferntree Gully, Victoria

+61 466661042

[thomas.wiltshire14@icloud.com](mailto:thomas.wiltshire14@icloud.com)

## Portfolio

[thomaswiltshire.com](http://thomaswiltshire.com)

## Languages /

### Frameworks

C, C++, C#, Lua, HTML5/CSS, JS

Unity, Discord.JS, GBDK, Love2D,

WinForms, UWP

## Experience / Skills

Unity Engine: Experience developing a live app for iOS/Android, very experienced with the Unity UI system, and working with SDKs and Asset Store.

Experience using IDE's and Source Control like Visual Studio, JetBrains Rider, Xcode, SVN, Git, GitHub, SourceTree and Fork.

I have experience in the development processes of Crypto, specifically the development of Wallets.

Experience in the development lifecycles of iOS, Android, Windows, Macintosh and Oculus/Meta Quest.

I have a formal education in project management, which includes experience in Agile, Scrum, Kanban, Waterfall, Documentation and UML.

## Profile

Hello, I'm Thomas. I'm a hard-working, passionate games programmer that is currently living in Ferntree Gully, Victoria. I studied at the Academy of Interactive Entertainment (AIE), where I obtained a Bachelor in Games and Virtual Worlds, and currently, I am working full time as a Games Developer at SavySoda.

## Education

### Bachelor of Games and Virtual Worlds (Programming), Academy of Interactive Entertainment, Melbourne, Victoria

JANUARY 2017 – DECEMBER 2019

### Certificate III in Multimedia, Kyabram Community and Learning Centre, Kyabram, Victoria

JANUARY 2013 – DECEMBER 2013

## Previous Project Experience

### Mirror Planet - (SavySoda)

APRIL 2022 – PRESENT

### Millionaire Tycoon: World - (SavySoda)

APRIL 2022 – PRESENT

### An Infestation (Multiplayer Prototype)

SEPTEMBER 2020 – FEBRUARY 2022

### Digging Simulator 1989 (GameBoy Homebrew)

JANUARY 2022 – JANUARY 2022

### Toy Wars (University Project)

SEPTEMBER 2017 – NOVEMBER 2017

### Gypsy's Tale (University Project)

JULY 2018 – DECEMBER 2018

### JamJar (Discord Bot)

AUGUST 2021 – SEPTEMBER 2021

### Zombie Game

FEBRUARY 2015 – MAY 2015

## Employment History

### Games Designer / Unity Developer, SavySoda, Docklands, Victoria

APRIL 2022 – PRESENT

I'm currently employed at SavySoda as a Games Designer / Unity Developer, and during my time here, I have worked on two projects (Millionaire Tycoon: World and Mirror Planet).

### Buys and Loans Operator, Cash Converters, Ringwood, Victoria

FEBRUARY 2020 – FEBRUARY 2022

I worked at Cash Converters in the Buys and Loans department. During my time there, I gained valuable experience working with customers, working in the retail department, managing accounts, purchasing products for the business, and pricing these appropriately for the retail department.

## Hobbies

Playing and creating video games, watching television and movies, and an interest in all things cryptocurrency!

### **Software Developer Trainee, Advance Computing, Kyabram, Victoria**

JANUARY 2016 – DECEMBER 2016

While at Advance Computing, I started a Certificate 3 in Information Technology as a part of my trainee-ship in software development. I mainly worked in software, with some help-desk and support responsibilities.

### **Crew Member, Mc Donald's Australia, Echuca, Victoria**

MARCH 2015 – JANUARY 2016

I worked at McDonald's Echuca within the kitchen environment, being trained in most aspects. During my time here, I gained irreplaceable skills and experience in teamwork, punctuality, leadership and of course, cleaning and cooking.

## Extra-curricular activities

### **Community Moderator, VeryPoliteGamer (Twitch/Discord Community)**

NOVEMBER 2018 – NOVEMBER 2020

VeryPoliteGamer is a gaming twitch streamer, who streams weekly playing video games or talking with his community. I was an active moderator and occasional guest for Mark's twitch and discord community mainly between 2018 and 2019 while finishing my studies. After starting full-time work, I decided to step back as a moderator, but I still drop in to help occasionally.

### **YouTube/Twitch Experience , Personal and Group Channels**

SEPTEMBER 2014 – DECEMBER 2019

For many years I tried my luck at being an influencer. I produced content doing everything from playing games to travel vlogs. While I wasn't successful in turning it into a career, I still achieved what I wanted, and the experience and fun I had along the way will always be worth the time and effort.

## References

References available upon request