# THOMAS
# STILES
## Software Engineer

## CONTACT

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## EDUCATION

**Hale School**
High School Diploma
2016 - 2021

**Murdoch University**
Bachelor of Information Technology
2022 - 2024

## SKILLS

- C, C++ & Java Programming Languages
- C#, Python & LUA Scripting Languages
- Simulation Engine Development (Architecture, Unity, Unreal)
- VR/MR development
- Software Architecture and Design
- Critical Thinking
- Creative Problem Solving

## LANGUAGE

English (Fluent)
French (Intermediate)

## ABOUT ME

Over the last 3 years at University I have developed many professional skills and gained knowledge and experience in many areas of software development. I will seamlessly transfer this knowledge into the work environment to excel in whichever area I find myself.

## EXPERIENCE

Murdoch University IT Student                                    2024
### Unit ICT371/ICT302
- In a team of 6, we developed a software aligned with the client's specifications.
- Unity MR development, project/team/client management.

Murdoch University IT Student                                    2024
### Unit ICT397/ICT 398
- Develop a game engine in C++ for simulations.
- Advanced C++, advanced software architecture design, good code practices and physics/mechanics in relation to simulations.

Murdoch University IT Student                                    2024
### Unit ICT201
- Become a Project Manager to plan a pilot project.
- Project management skills, planning process and documentation, teamwork/leadership skills.

### Portfolio

## REFERENCES

**Hamid Laga**
Professor, Information Technology
**Email :** H.Laga@murdoch.edu.au
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**Ashley Andrews**
Hoyts Currambine, Site Manager
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