

Thomas Palmer

<https://catpowered.net/me>

+44 7490 760401

hello@catpowered.net

Profile

Games developer with a focus on using bleeding edge technologies to create unique experiences for players to connect with. Specialises in graphics, security, and network programming.

Technical Skills

- C++, C#, Rust, Python, Java
 - Unity, Unreal, Godot, Source
 - Git, Plastic SCM, Perforce
 - Docker, Linux, Windows Server
 - Teams, Slack, Office
 - Google Cloud, Oracle Cloud, AWS
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Education

University of Portsmouth (2022-2026)

BSc (Hons) Computer Games Technology

- Predicted First
- Achieved First across year 1 modules including 100% grade in *Game Development* where I worked predominantly in Unity contributing major features to all projects I developed.
- My main project in year 2 is developing my own Vulkan rendering engine in C++, aiming to support networked player interaction and dynamic asset loading. My end goal with this project is a virtual environment where players can import their own content, for others to see and interact with, similar to games like VRChat.
- A recent project was a parkour game where I implemented a networked replay system that players could use to watch back other's "runs" in-engine, making techniques they used to get their score public. This contributed to the replayability of the game and created a sense of community, since every player could learn from each other in an intuitive way.
- Both games I developed during my course were ranked 1st place by my peers
- Competed in annual University game jam, placed in top 30%

Malmesbury School (2015-2022)

- **A-Levels (2022):**
 - Computer Science – A
 - Maths - B
 - Physics - B
- **GCSEs (2020):** Grades 9-6 including Computer Science (9), Maths, Physics

Additional Qualifications/Certificates

- Full GB Manual Driving License (with AFV training)
 - DofE Bronze & Silver Awards
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Interests & Hobbies

- **VR**
I've been captivated by the world of Virtual Reality since my first encounter with a Rift DK2 in 2015. Being an active member of the community of hardware and software developers has definitely been an enriching journey. It has allowed me to connect with, and get inspired by many people I otherwise would never have met. One of my favourite projects has been designing and building my own

SlimeVR compatible trackers and contributing to the firmware source code I used.

- **Reverse Engineering**

I have a keen interest in understanding the inner workings of both hardware and software systems I come across. This hobby has often helped me to provide unique solutions to real-world challenges I have faced, such as when I modified a PS3 steering with a Teensy board that translated the messages into ones compatible with a PS4, keeping it useful even after its planned obsolescence. On the software side of things, I love studying game anti-cheat systems, comparing old ones to new versions and seeing how the developers were able to counter new attack methods. Security is something I always consider when building any of my personal projects, and trying to think the way a cheat developer would is a fun way to ensure I don't miss anything critical.

- **Photography**

This hobby has honed my attention to detail, composition, and visual storytelling. It inspires me to explore new places and interact with diverse individuals. The feeling right after finally capturing the perfect shot is always immensely rewarding.

- **Server Administration**

I enjoy the challenge of managing and maintaining my home network, as well as servers hosted across different cloud providers. I also leverage Cloudflare for DNS configuration and to implement JavaScript at the edge, controlling access to my CDN and services that I'm not ready to publish. These resources enable me to host an array of services for both personal use and for others, including websites, a mail server, and game servers for online communities I'm in.

Work Experience

- **Tesco - September 2023-Present**

I am a dedicated member of the Customer Delivery Driver team, making accurate and timely deliveries to customers. My role allows me to apply my time management and customer interaction skills to build up rapport with the households I deliver to, while ensuring I am always on schedule for my next customer. Attention to detail is essential for ensuring each drop goes smoothly and safely, minimising the risk of complaints and increasing customer retention. This is reflected in my driving score of 96% and an average of less than one rejected item per day.

- **Evri - May 2023-September 2023**

During my time as a self-employed courier with Evri, I managed all aspects of my daily rounds independently. This involved planning efficient delivery routes, organising parcels in my vehicle to save on fuel and expedite deliveries, and controlling the time I spent at each step, consistently meeting performance targets. Throughout the time I spent as a courier, I earned 300+ five-star reviews and received only one instance of negative feedback, highlighting my commitment to delivering top-notch service and meeting expectations.

- **Old Bell Hotel – July 2021-January 2023**

I was a flexible team member of the Food and Beverage staff at a 4-star hotel. My main role is as a client-facing waiter in the restaurant requiring clear communication both with guests and other members of staff. The position requires attention to detail to give customers the best experience possible, and responsibility for handling payments.

- **SCISYS – March 2019**

During my work placement at SCISYS I took the opportunity to contribute to multiple projects in the Systems Design department, involving communicating my solutions to different problems in team meetings, programming in Java and Python, and prototyping software on actual hardware prototypes.