Thomas Ankers

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PERSONAL PROFILE

Experienced software engineer with a demonstrated history of working in the computer software industry. A perfectionist who is dedicated and has the willingness to excel. Strong engineering professional with a Bachelor's Degree focused in Computer Science.

EXPERIENCE

Mesmerise, Manchester — Software Engineer II

AUGUST 2022 - PRESENT

Development of core platform systems for a VR/Metaverse social application. Managing decoupling of existing systems to deploy as shared packages for internal teams.

Talkout, Birmingham — Senior Software Engineer

AUGUST 2020 - AUGUST 2022

Development of VR training courses. Managed shared libraries for internal and external teams. Developed and maintained a learning management system platform in VR.

Virtual Reality Simulation Systems, Telford—Programmer

MAY 2018 - AUGUST 2020

XR development for public education, Fire service, Police service, public rail and manufacturing sectors.

VOiD Applications, Wolverhampton—Programmer

AUGUST 2016 - SEPTEMBER 2017

Using Unity Engine to develop mobile applications.

EDUCATION

Birmingham City University, Birmingham — BSc Computer Science

SEPTEMBER 2014 - MAY 2018 1st Class Degree with Honours

SKILLS

Agile Management
SCRUM
Solid OOP Principles
Production Management
UI/UX Design
Client Liaison
Understanding of Platform
Limitations

Azure DevOps Build Pipelines

SOFTWARE

Unity 3D, Git, .NET Core, Xamarin, Azure, MySQL, AWS, XCode, Android, Unreal Engine, npm, Nuget

HARDWARE

Oculus Quest, Pico Neo/Geo, HTC Vive, Hololens, Android, iPhone, Windows Desktop

FRAMEWORKS

XR, Vuforia, MRToolkit, Pico, Oculus, Blazor, Photon, Entity

LANGUAGES

C#, Java, Swift, C++, PHP, SQL, YAML, & Others