

Alan Jose Tom



Software Developer

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Professional summary

Innovative Programmer with a Master's in Game Development Programming and a Bachelor's in Computer Science and Engineering, complemented by over two years of specialized experience in Artificial Intelligence and software development. Adept at problem-solving and leveraging creativity to push the boundaries of programming and software development. I have a proven track record of delivering immersive software and games by combining technical proficiency in AI with a deep understanding of game mechanics and software engineering principles.

Links

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

Employment history

AUG 2020 - OCT 2021

KOCHI, INDIA

AI developer, JobinandJismi IT Services

- Led AI chatbot development with Python and SVM, enhancing Oracle NetSuite interactions.
- Applied machine learning models for improved project performance.
- Executed custom Oracle NetSuite solutions via SuiteScript and API integrations.

NOV 2019 - JUL 2020

KOCHI, INDIA

Software Developer, AlignMinds Technologies

- Developed a dashboard for employee activity, and shared it with partners, improving data visibility.
- Implemented RNN models, boosting accuracy in activity forecasts, and enhancing decision-making.
- Built Django server infrastructure, ensuring scalable hosting and reliable performance.
- Enhanced dashboard functionality with C++ plugins, improving efficiency and user experience.

AUG 2019 - NOV 2019

KOCHI, INDIA

AI Intern, Technovalley Software India Pvt Ltd

- Collaborated with teams to enhance project quality using Python, C++, and JavaScript.
- Conducted rigorous testing, ensuring high standards and alignment with project goals.
- Documented AI trends to integrate the latest advancements into development processes.

NOV 2022

REMOTE

GameJam

- Designs game levels using Unity and Unreal engines, enhancing player engagement and experience.
- Collaborates with teams to develop innovative games, achieving high user satisfaction.
- Utilizes C++, C#, and Blueprints for game development, ensuring seamless gameplay.
- Solves complex design challenges, leading to improved game performance and stability.

OCT 2022 - APR 2024

KINGSTON UPON THAMES

Key Holder (Part-Time), Primark

- Supervised team ensuring adherence to safety protocols and operational efficiency.
- Managed tills and self-checkouts, enhancing transaction accuracy and customer satisfaction.
- Resolved customer complaints, improving service quality and customer retention.
- Organized workspaces to boost productivity and minimize safety risks.

Education

SEP 2022 - JAN 2024

KINGSTON UPON THAMES

Master of Science, MSc Game Development Programming, Kingston University

Skills

Artificial Intelligence	Machine Learning
Deep Learning	Software Development
C++	C#
Python	HTML, CSS, JS
Unreal Engine	Unity
Blender	Adobe Photoshop
Testing	Debugging
Customer Support	Leadership

Hobbies

Drawing, Playing games(Video Games), Reading, Chess, Volleyball, Cricket, Basketball

Projects

- Medical Image Analysis and Classification: Built a machine learning model for medical image analysis and classification using neural networks in Python, demonstrating expertise in AI-driven healthcare solutions.
- AgentX (VR Game): Developed a VR-based game for Oculus 2 using Unity and C#, focusing on immersive gameplay mechanics and optimized performance.
- Image Resolution Enhancement Model: Developed an AI model in Python to enhance image resolution, applying advanced AI algorithms for superior image quality.
- Software Development: Engineered software solutions using C++ and C#, demonstrating versatility across multiple programming environments.
- Quick Draw (Multiplayer 2.5D Game): Created a Pictionary-style multiplayer game in Unity, leveraging Photon for real-time networking and smooth player interactions.
- ArcSquad (Multiplayer Archery Game): Engineered a multiplayer archery game using Unity and Photon Network, implementing competitive gameplay elements and seamless network integration.
- AI-Driven NPCs in Unreal Engine: Developed AI-controlled NPCs with unpredictable behaviour using Unreal Engine, EQS, Behavior Trees, and Perception System. Integrated OpenAI for interactive player-NPC dialogues.
- Emotion-Based Music Recommendation System: Developed a wearable device using Arduino, machine learning algorithms programmed in C and C++ for real-time emotion-based music recommendations.
- Endless Runner Game (GameJam): Created an endless runner game in Unity using C# and worked on development and creative level design.
- AI Chatbot: Implemented a Python-based AI chatbot using machine learning algorithms, enhancing user interaction and service efficiency.

Extra-Curricular activities

- Volleyball: Played for Kingston University and the Spiker's 1 Club London, Vimal Jyothi Engineering College (India)
- Chess Champion (2009-2012, District Level)
- Guest Speaker on AI: Instructor at Jobin and Jismi Company, sharing dynamic insights on Artificial Intelligence with college students
- Involved in various college events, and organized state events along with the IEEE
- Member of the college Basketball team (Vimal Jyothi Engineering College, Kannur, Kerala, India)