Courtney Mead

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Summary

In any situation I would consider myself to be reliable and hardworking even if things may become stressful. I am trustworthy and motivated to help others in a place of work and think of myself as friendly. I am great at problem solving and enjoy the process as it often challenges me to think of new and unique solutions.

Skills

- Reliable
- Detailed – Orientated
- Problem Solving
- Organised
- Numeracy
- Project Management (mainly using HacknPlan, Jira and Planner)
- C#
- Unity
- Unreal Engine
- Blender
- Procreate

Work Experience

Worked at St Stephens, Tesco – 31st October 2020 – 27th December 2021
Festive Colleague Temporary Position

Worked at St Stephens, Tesco – 9th October 2021 – 1st January 2022
Festive Colleague Temporary Position

Worked at Matalan – 23rd July 2022 – 5th September 2022
4 – hour contract, General Sales Assistant (Tills, Recovery and Repricing)

Worked at St Stephens, Tesco – 29th November 2022
12 – hour contract, General Sales Assistant (Online Shopper, Recovery, Working Stock, Checkouts)

Moved to Liverpool One Superstore, Tesco

Education

Secondary School – Winifred Holtby Academy | GCSE's

English Language – Grade 9
English Literature – Grade 9
Maths – Grade 8
Further Maths – Grade 6
Physics – Grade 8
Biology – Grade 7
Chemistry – Grade 7
Spanish – Grade 5
Art BTEC – Grade Merit
IT – Grade Distinction*

College – Wyke Sixth Form | A – Levels

IT Extended Diploma (3 A-levels equivalent) – D*D*D*
EPQ – C

University – University of Liverpool

Game Design 100% (BSc) – Currently Studying in 3rd Year

For all Game Industry related jobs or any that may require an updated Portfolio, I use ArtStation and can be found at https://courtneymead10.artstation.com/ .

For coding projects as well as the website I am developing to display my portfolio in a my own way, please check out my GitHub projects: https://github.com/Courtney-png?tab=repositories