The Computer Science with Game degree taught me a broach range of core topics and concepts that are heavily used throughout the software development and technology industry. Each module was revolved around improving upon a single aspect of my skills as a developer. Building up my knowledge of various data structures and algorithms and the use cases in which each are appropriate. As well as this I learnt techniques for both team management such as scheduled weekly meetings with peers for group projects and individual management like feedback sessions with course tutors to review that terms progress.