

LAUREN JEFFERSON PUGH

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Portfolio: laurenjeffersonpugh.github.io

C++

C#

Unity

Game Development

Graphics

Team Player

EDUCATION

2017 - PRESENT

MCOMP (HONS) COMPUTER SCIENCE W/ INDUSTRIAL PLACEMENT (GAME ENGINEERING), NEWCASTLE UNIVERSITY

- Currently averaging a first-class honours.
- Stage 3 Dissertation: 'Procedural Generation of Terrain with focus on Creating a Realistic World', supervised by Lindsay Marshall.
- During my master's year I have had experience using OpenGL shaders to render graphics. In my Game Technologies module, I used advanced physics knowledge to create an obstacle course game. This included collision detection/resolution of OBBs and spheres, A* algorithm pathfinding, state machines and pushdown automata.
- For the team project, we are developing a game inspired by Splatoon. We are creating an engine from scratch in order to develop skills in both engine and gameplay programming during this module. During this project I have contributed to the team by helping to program a prototype of the game in Unity. I have also implemented an audio manager into the engine using FMOD. I am currently working on gameplay programming for the final game.

2015 – 2017

A-LEVELS, SOUTHMOOR ACADEMY SIXTH FORM

Extended Project – A*

Mathematics – B

Computer Science – B

Chemistry – C

2013 - 2015

GCSES, SOUTHMOOR ACADEMY

12 GCSEs from A*- A including mathematics, English, and science.

EXPERIENCE

2019 - 2020

ASSISTANT BUSINESS ANALYST, NEWCASTLE UNIVERSITY IT SERVICE

- Responsible for managing Student Lifecycle Management processes within Newcastle University.
- Heavily involved in QA testing for the upgrade from SAP ERP to S/4HANA.
- Responsible for creating and maintaining testing spreadsheets to aid teams during testing periods.
- Worked alongside the Data Retention team to ensure Newcastle University met the requirements placed on them by the implementation of GDPR.
- Managed the Student Attendance Monitoring System.

SKILLS

- Problem solving
- Time management
- Programming
- Website development
- Communication
- Fast learner
- Team player
- SAP experience

PROGRAMMING LANGUAGE EXPERIENCE

- C++ – 2 years
- Java – 5 years
- Python – 2 years
- C# – 2 years
- Visual Basic – 3 years
- HTML/CSS/JavaScript – 1 year

VOLUNTEER EXPERIENCE & LEADERSHIP

- Designed and programmed the 2018/19 Newcastle University Gaming Society website using HTML, CSS & JavaScript.
- Supervised a stall at Newcastle University Freshers Fair 2019 where I promoted the Gaming Society to students at the university.
- Social & Welfare Officer of Newcastle University Gaming Society during 2019. This involved me ensuring members of the society were following safety procedures and were happy. I also controlled all the society's social media pages, where I kept members up to date with current affairs. During this time our society won a gold award for inclusivity, and we were the runner up for most inclusive society of 2018/19.
- Captained multiple esports teams from 2018 – 2020. As a team captain it was crucial that I was clear when communicating to other members of the team and made quick decisions under pressure. If things didn't go to plan it was also crucial that I kept team moral up. Notable achievements for the teams I captained include coming 2nd in [Belong Arena Clash](#) Overwatch Championship League in Summer 2018 and placing top 10 in the [National University Esports League](#).
- Assisted in teaching Python to sixth form students at Southmoor Academy.

REFERENCES AVAILABLE ON REQUEST