LAUREN JEFFERSON PUGH

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C++	C#	Unity	Game Development	Graphics	Team Player

EDUCATION

2017 - PRESENT

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

Stage 3 Dissertation: 'Procedural Generation of Terrain with focus on Creating a Realistic World', supervised by Lindsay Marshall.
Currently averaging a first-class honours.

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.
- IT Support during staff training prior to Confirmation and Clearing.

JULY 2015

WORK EXPERIENCE, JOHNSON MATTHEY

I organised a week of work experience with Johnson Matthey during the summer before I started sixth form. During my work experience, I gained knowledge in the fields of: chemical engineering, analytical chemistry, process engineering, biochemistry, and computer-aided design. This experience improved my skills in problem-solving.

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