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| **Lauren Jefferson** Pugh  Email: laurenjeffersonpugh@gmail.com  LinkedIn: in/laurenjeffersonpugh  Portfolio: [laurenjeffersonpugh.github.io](https://laurenjeffersonpugh.github.io/) |

**C++**

**C#**

**Unity**

**Game Development**

**Graphics**

**Team Player**

# Education

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| 2017 - PresentMComp (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 – 2017A-Levels, Southmoor Academy Sixth form Extended Project – A\*  Mathematics – B  Computer Science – B  Chemistry – C 2013 - 2015GCSEs, Southmoor Academy 12 GCSEs from A\*- A including mathematics, English, and science. |

# Experience

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| 2019 - 2020Assistant 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

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

# Programming Language Experience

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| * 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](https://www.belong.gg/tournaments/) Overwatch Championship League in Summer 2018 and placing top 10 in the [National University Esports League](https://thenuel.com).
* Assisted in teaching Python to sixth form students at Southmoor Academy.

# References available on request