# Lycia Stenson

## Computer Games Programming

## Contact

lyciastenson.github.io
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## Key Skills

C#, C++
Unity, Unreal Engine 4, Godot
GitHub
Visual Studio 2019/2022
Trello

## Key skills

Team Building/Collaboration – University group projects with other Games Programming students, along with Games Design and Game Art students.

Presenting – Routinely present and demonstrate projects to the Programming, Design, and Art course students and lecturers.

## Personal Profile

Computer Games Programming student at the University of Gloucestershire.

## Education

Currently studying Level 5 BSc Computer Games Programming at the University of Gloucestershire.
A Levels: Computer Science – A, Maths – A, Physics – B
Relevant GCSEs/Equivalent: Computer Science – 9, Certificate in Digital Applications – A, Maths – 7, Combined Science Trilogy – 8-7, English Language – 7

## Communication

[You delivered that big presentation and got great feedback. Don't be shy about it now!
This is the place to show how well you work and play with others.]

## Interests

I attend the weekly Nintendo Society at my university where I have made many new friends. I always keep up to date with space and rocket news. I attend fan run Lego events and enjoy both building Lego sets as well as 'MOCs' which I build myself. Star Wars, Doctor Who, and Back to the Future are among my favourite franchises so a lot of my Lego revolves around them.
Minecraft is my most played game which I often play with my friends on our own servers. My first game was Club Penguin.

## References

James Bradbury – Computer Games Programming lecturer, Personal Tutor, University of Gloucestershire - jbradbury@glos.ac.uk