

Lycia Stenson

Computer Games Programming

Contact

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Key Skills

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

Additional 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

Employment

I was invited to work at university open days speaking with prospective students about the university from a student's perspective. Particularly what the games courses are like, including demoing the equipment available to students. Following this I have now been employed by the university as a Student Ambassador.
As part of my course's Professional Awareness module, I collaborated with the MSc group Septagram Games on their game Mobbers. This experience provided valuable insight into working in small development teams.

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 -
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