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|  | Lycia Stenson  Computer Games Programming | | |  |
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| Contact [lyciastenson.github.io](https://lyciastenson.github.io)  [lycia.stenson@outlook.com](mailto:lycia.stenson@outlook.com) | | Personal Profile Computer Games Programming student at the University of Gloucestershire. | | |
| Key Skills C#, C++  Unity, Unreal Engine 4, Godot  GitHub  Visual Studio 2019/2022  Trello | | 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 | | |
| 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. | | 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 | | |