Lycia Stenson – Computer Games Programmer

[Lyciastenson.github.io](https://lyciastenson.github.io)

# Personal profile

Computer Games Programming student at the University of Gloucestershire.

## Skills profile

Programming Languages - C# and C++

Game Engines - Unity, Unreal Engine 4, and Godot 3

Tools – 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

## 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 where I perform campus tours and am looking forward to working with the outreach team at local schools.

## Additional skills

Team Building and 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 courses

## Interests

As a massive fan of Lego, 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 is based on that. I am part of two DnD groups with friends. Every Friday I attend the Nintendo Society at my university where I have made many friends with lots of new people. I am very interested in space and rockets so always keep up to date with

## References