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 or 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 – University group projects with other Games Programming students, along with Games Design and Game Art students.

## Interests

I am a massive fan of Lego and enjoy attending fan run Lego conventions.

I am part of two DnD groups with friends.

Every Friday I go to the Nintendo Society at my university where I have made friends with lots of new people.

## Referees