

**Objective:**

A motivated and adaptable Games Technology student with a strong programming and graphic design foundation. Seeking a challenging and educational placement year opportunity in the field of game development to apply and enhance my skills while gaining practical experience in a professional environment.

**Education:**

**University of the West of England (Sep 2022 - Jul 2025)**

- BSc Games Technology
- Relevant Courses and Projects:
  - Games in C++: Created retro games using C++ and SFML.
  - Games Tech 101: Developed games and AI components in Python.
  - Game Development Evolution: Explored mobile game design and game design theory.
  - Principles of 3D Environments: Gained proficiency in 3D environments using Maya and Unity.

**Coleg Gwent (Sep 2020 - Jun 2022)**

- BTEC Level 3 Extended Diploma, Computing
- Relevant Skills: Python

**Athéné Upper-Secondary Vocational School for Tourism IT and Business (2014 – 2016)**

- ISCED2011: 4, Graphic Artist
- Relevant Skills: Illustration, InDesign, Graphic Design, Adobe Illustrator, Adobe Photoshop

**"Bogdan Suput" High School – Degree (2009 – 2014)**

- Level 3 Art Technician
- Relevant Skills: Illustration, Graphic Design

**Work Experience:**

**Customer Service Advisor (Summer [2022, 2023])**

- Roper Rhodes, Bath
- Managed customer emails and processed returns using SAP and other software.
- Provided exceptional customer service and demonstrated strong communication skills.
- Quickly adapted to new office processes and technologies.

**Machine Operator (Nov 2018 - Jun 2020)**

- Clarks IT, Newport
- Operated machines with precision and adhered to safety protocols.
- Trained new team members and acted as a backup for line leaders.

**Skills:**

- Proficient in C++, Python, and Unity
- Adobe Creative Suite: Photoshop, Illustrator, InDesign
- Strong problem-solving and communication skills
- Ability to adapt to new environments and roles.
- Detail-oriented and highly organized

References are available upon request.