

Stephen Whyte

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SKILLS

Programming Languages: LUA/LUA, HTML & CSS, JavaScript, Python, SQL.

Technologies: GitHub, Visual Studio Code, React, Bootstrap, Tailwind, Adobe Creative Cloud, Office 365 (Excel, Access, PowerPoint, Word), Tableau, Power BI, Windows, WordPress, Microsoft Teams, Outlook, Jira, Trello, Rojo.

Soft Skills: Communication , Organizational , Collaboration , Attention to Detail , Adaptability , Proactiveness, Personal Development , Proactiveness, Inclusivity , Problem-Solving.

EXPERIENCE

Game Developer

January 2019 - Present

- Delivered efficient and maintainable code solutions as a freelance Luau programmer, contributing **to 3 successful projects** on Roblox amassing **250 million total experiences**.
- Collaborated with clients to design and implement custom game mechanics, **improving user engagement by +160%** on released titles.
- Optimized scripts to **reduce execution time by 38%**, enhancing game performance and scalability.

Shadowing Field Engineer

May 2019 – August 2024

- Shadowed a Senior Field Engineer operating under Openreach & Private hires gaining on hands knowledge & experience on networking and infrastructure.
- **Liaised with stakeholders** to ensure tasks were completed efficiently, achieving a **100% project delivery rate**.
- Improved network reliability and user experience through performance testing, ensuring systems operate seamlessly.
- **Collaborated with teams to implement solutions** that supported operational goals, **enhancing workflow efficiency by 25%** and improving system outcomes.

Trainee Support Officer

J.R Quintess

February 2020 - March 2021

- Utilized **EPA management systems** to effectively monitor and optimize environmental performance metrics.
- Communicated effectively with **internal and external stakeholders**, achieving a **98% satisfaction rate in stakeholder feedback surveys**.
- Supported and advised on approaches to improve processes and systems, resulting in a **25% increase in operational efficiency** and a **10% reduction in errors**.

EDUCATION

Software Engineering BSc (Hons)

Nottingham Trent University • 09/2021-04/2022

- Computer Science Programming
- Systems Analysis and Design
- Computer Technology and Mathematics
- Professional Development for Industry

A-Levels

King Solomon Sixth Form • 09/2019 - 05/2021

- Engineering [A]
- Computer Science [B]
- Business Studies [A]

INVOLVEMENT

Head Developer

Divert Studios

- Head Developer of Divert Studios a game development community with **120k Members**.
- **Led development projects**, overseeing a team of **8+ developers** to deliver high-quality gaming experiences on time.
- Streamlined internal processes and advised on best practices, **improving team productivity by 30%** and reducing errors in final deliveries.

Prefect

King Solomon Sixth Form

- Supported Internal Exclusion staff by carrying out administration duties.
- **Mentored** pupils both inside and outside of lessons.
- **Achieved a 100% KPI success rate**.