

Thomas Stevens – Games Programmer

Summary:

A focused and dedicated games programmer, recently graduated from the University of Staffordshire with a 1st class degree. Looking to kickstart a career in the games industry and continue to grow their skillset.

Qualifications:

1st class degree in Computer Games Design and Programming BSc Hons

University of Staffordshire (2021 - 2025)

Technical Skills:

- C++/C# - 5 years' experience in these languages developing games and systems.
- Unreal and Unity – 5 years' experience developing games using these engines.
- Visual Scripting – 4 years' experience using scripting languages like blueprint to help develop and prototype games.

Work Experience:

- **Games Programmer Intern - 1UP Scheme (June 2025 – August 2025)**
 - Worked as lead programmer in a tech team of 5 to develop a Co-op multiplayer party game. Communicated with leads of the other departments to ensure everyone was on the same page, as well as managing source control and task assignment.
- **Student Ambassador - University of Staffordshire (September 2024 – August 2025)**
 - Worked as part of a team on university open days, UCAS fairs, and other promotional events to provide guests with a safe and enjoyable experience. As well as provide prospective students access to helpful information and answering any queries they may have.
- **Games Programmer Intern - Bulldog Studios (September 2024 - March 2024)**
 - During placement year in industry, worked as a programmer for the University's in house development studio. Worked on programming game prototypes in C++/C#; managing source control and bug fixing existing projects to prepare them for commercial release.

Games Development Experience:

- [Naval Warfare](#) – Created an RTS framework from scratch using C++ and Unreal engine to test the AI bots I had developed as part of my dissertation project.
- [Little Railways](#) – Developed a physics-based train simulator game in C++ using Unreal Engine's physics systems
- [Miasma Ashlung](#) – Lead tech and multiplayer programmer, ensuring all systems worked during a LAN playthrough of the game.
- [Sinistar](#) – Re-created a classic 80s arcade game using C++ and the SFML graphics library. Created a basic engine to handle the game state as well as all game mechanics.

References Available Upon Request