

Troyce Stanford

Gameplay Programmer

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Personal Profile

I am hardworking and organized with good attention to detail. I have completed a 4-year university degree in computer games programming and I am now looking for an opportunity to start my career in the gaming industry. I have experience in both unity and unreal game engines as well as 8 years of experience coding with C#. I am good at consistently meeting deadlines and always aim to provide high quality work.

Experience

Work Experience (2016)

2 weeks work experience at an office while in my last year at school, helping with administration tasks and organisation.

Projects at Anglia Ruskin University (2021 - 2025)

Group project

I worked in a group of 23 people to create a 3rd person roguelike using Unity. My job in this group was creating the main gameplay loop the player would need to go through to complete the level. I was also an active participant in group discussion, organisation and planning.

Inventory

I made an inventory system where the player can buy, sell, craft, equip or store in a chest a variety of items. These items were able to have a range of different stats and information attached to them using the “scriptable objects” system in Unity.

VR

I made a VR puzzle escape room game in Unity. It involved turning a valve to control a ball maze, pulling levers to control a crane arm and grabbing and placing coloured blocks to place in the right order.

Mobile

I made a top down shooter mobile game controlled with touch controls and the phone's gyroscope. Part of this project was also focusing on optimisation for the best performance on mobile devices.

Education

Cambridge Regional College

2017- 2020

Anglia Ruskin University

2021- 2025

Skills

- 8 years of experience with C#
- Experienced in the following software:
 1. Unity
 2. Unreal
 3. Visual Studio
- Experience with making games for platforms:
 1. PC
 2. Mobile
 3. VR
- Working in a team
- Working alone
- Working to deadlines
- Calm under pressure
- Attention to detail
- Efficient
- Organized