

# Troyce Stanford

## Computer Games 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

