**Charlotte Elsie Abigail Marriner**

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**Personal Statement**

I am a Computer Games Programming graduate from Staffordshire University, currently looking for a graduate position in programming. I’m ambitious and eager to learn in new situations and wish to push my programming skills further by acquiring industry experience.

Through my work at J D Wetherspoons over the past four years, I have developed a hard-working ethic as well as the ability to work well with my team on both regular days and match days, the ability to maintain calm under pressure, the ability to multitask and easily switch between various duties as required and excellent time management skills.

Gameplay and AI are huge interests of mine and seeing how AI has developed within some of my favourite games (such as The Sims and Planet Zoo) makes me excited to see how much further it can be taken and I have high hopes to be a part of this in the future. Similarly, with gameplay, I love to analyse how a game is made and how these things may have been programmed and would love to be a part programming for this area also. Although, as a graduate I feel as though development of my skills in different fields is also an option to truly be able to find what I love the most.

**Technical Skills**

* Mathematical skills
* Unreal Engine
* Unity
* C++
* C#

**Education and Qualifications**

**Birmingham City University**

(2023-current)

PGCE Secondary Education with QTS in Computer Science

**Staffordshire University**

(2019-2023)

BSc in Computer Games Programming – First Class with Hons

**Modules:**

**First Year:**

Professional Development and Games Industry – First

Games Engine Creation – First

Fundamentals of Games and Graphical Systems – First

Fundamentals of Computing and Mathematics - First

**Second Year:**   
Concurrent Networking Applications - 2:1

Further Games and Graphical Concepts – 2:2

Further Mathematics and Algorithms - First

Technical Games Production – First

Artificial Intelligence for Games – 2:2

**Third Year:**

Games Technology Research Project – First

Group Game Development Project and Work-Based Simulation – First

Low-Level Game Programming – 2:2

Mobile Games Development – 2:1

**East Norfolk Sixth Form College, Gorleston-on-Sea**

(2015-2019)

D\* - BTEC level 3 Subsidiary Diploma Creative Media Production (Games Development)

C - A level Psychology

D – A level Biology

C – A level Mathematics

C – A level Geology

Level 4 qualification in Games Development – Pass

**Caister High School, Caister-On-Sea**

(2010-2015)

10 GCSE’s ranging from A\* - C, including an A\* in English Language and B in Mathematics

**Work Experience**

Planned and hosted a charity Among Us stream with games lecturers from Staffordshire University with a fellow student in November of 2020, in which we raised a little over £1700 for the charity Special Effect (a UK-based charity that works on levelling the playing field for gamers with physical disabilities around the world).

Working with the Time and Tide Museum to produce a game for their exhibit from January 2019 – May 2019

**Work History**

Bar Associate at The Troll Cart J D Wetherspoons September 2018 – August 2019

Bar Associate at The Wheatsheaf J D Wetherspoons September 2019 – July 2023

**Hobbies and Interests**

I enjoy playing team games in my free time when I am not working, attending University, or working on my academic projects and assignments. I tend to try to play a couple of games each day and try to stay updated with newer games released by some of my favourite companies as well as old classics I have enjoyed for years. Watching how games have progressed over the years, and especially the complexity of the AI in titles such as The Sims as well as how the technology of today has allowed AI in games such as Planet Zoo to really show the progression when compared to older, similar games such as the very first Zoo Tycoon.

In my free time I also take the time to pull myself away from the computer screen as my course and interests tend to see me pressed up against them most hours of the day, so I try to take the time to meet up with friends, go to the gym or on walks outside in parks and greener areas as often as my free time and the weather allows me to. I find that it helps to clear my head when I am stressed and have coding tunnel vision on a bug I can’t quite seem to figure out.

**References**

References are available upon request.

**Find me online at:**

Twitter: [twitter.com/char\_marriner](about:blank)

Github: [github.com/charlottemarriner](about:blank)

LinkedIn: [linkedin.com/in/charlotte-marriner/](about:blank)

Itch.io: [charlottemarriner.itch.io/](about:blank)

Portfolio: [charlottemarriner.github.io/](about:blank)