

Lily Raeburn

Graduate Computer Games Programmer

Contact

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Objective

Having recently graduated from the University of Gloucestershire I'm striving to enter Games Programming professionally. I'm hardworking, self-motivated, and passionate, with a thirst for knowledge in games and graphics programming. I aspire to work on game engines with a great interest in learning from my peers.

Education

Computer Games Programming (BSc)
University of Gloucestershire
Sep 2016 – May 2020

Software Development (BTEC Level 3)
South Devon College
Sep 2013 – Apr 2015

Key Skills

Languages

C++ • C# • GLSL

Software

Visual Studio • Unity • Git

Basic Knowledge

JavaScript • Java • C • Photoshop • Word • Excel

Experience

Research Programmer Internship
University of Gloucestershire
Sep 2018 – May 2019

Renesas MCU Car Rally
2017

UniGlos Games Jam x3
2018

Personal Skills

I have substantial numerical skills experience. Practicing making and reverse engineering games has enabled me to develop my understanding of mathematics apply to games.

I'm able to quickly learn new areas of code, workflows, and software.

I can explain my thought process and information around subjects that I am knowledgeable clearly. Also, I can be good at presenting a point of view that may differ from my colleagues.

As part of a team I can collaborate, support, and work well with all my colleagues whilst hitting both team and personal targets.

Comfortable in pressured working environments, even during the busy periods, I always manage to meet my targets and deadlines.

Hobbies and Interests

Drumming and death metal concerts.
Programming and learning new coding techniques.
Playing video games
(PSX/PS2/Xbox/Nintendo/PC).

References

Jamie Stewart
Academic Course Leader of Games
Programming – University of
Gloucestershire
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You can follow the link to my website to see my full portfolio.