

Education

Kingston University: BSc Computer Games Programming (First Class)

(2019 - 2022)

Despite my degree being programming focused initially, I completed a lot of modules and projects that emphasised project management, user research, and media creation processes. My modules included:

- Game and Media Creation Processes (A)
- User Experience Design Thinking (A-)
- Final Year Project and Dissertation (A+)
- Requirements Analysis and Design (A)
- Multiplayer and Game Console Programming (A)
- Multimedia Authoring and Design (A)
- Professional Game Development Environments (A)
- 3D Graphics Programming and Artificial Intelligence (A-)

Springwest Academy Sixth Form (2015 - 2017)

A Level History (B), A Level Drama (C), BTEC Level 3 Subsidiary Diploma in Business (D*), BTEC Level 3 Subsidiary Diploma in IT (D*)

Springwest Academy (2010 - 2015)

9 GCSE's at grades A*-C including Maths (A*) and English (B)

Work Experience

Operations Assistant: Off to Work (August 2022 - Present)

- Calling up employees and clients to gather and check information whilst maintaining confidentiality
- Taking initiative, working to strict deadlines, and completing tasks efficiently
- Performing and prioritising various admin tasks and entering important information onto the website

Seasonal Bookseller: Waterstones (November 2021-December 2021 & November 2022-Present)

- Delivering friendly customer service whilst serving at the till and ordering and checking stock for customers
- Restocking the shopfloor throughout the day and ensuring stock is put away correctly
- Recommending and selling books to customers based on their interests and needs and, by extension, having good knowledge of the shop and book industry

Online Shopper: Sainsbury's (October 2018 - September 2021)

- Efficiently collected and organised products for online orders while meeting high-pressure delivery deadlines by using time management skills
- Paid attention-to-detail to prevent errors during the picking process
- Undertook data entry on the system to maintain accurate and up-to-date information on the status of online orders

Customer Assistant: Waitrose (Nov 2017 - July 2018)

- Delivered excellent customer service when at the till or when assisting customers with product selection to ensure customer loyalty and satisfaction
- Restocked products on the shop floor according to visual merchandising standards
- Worked towards solving any problems that arose throughout the working day
- Handled large cash transactions and followed strict procedures to keep accurate records when inputting financial data

Skills

· Experience in conducting user research and creating prototypes based on this research

· Experience in project planning and project planning software, such as Trello and Miro, while completing team projects

· Knowledgeable with Microsoft Word, PowerPoint, Excel, Teams and the Google equivalents

· Practice with Adobe software including Animate, XD, Illustrator, Photoshop, and Premiere Pro throughout various university and personal projects

· Excellent communication and time management skills, as shown in group projects at university and teamwork in current and previous roles

· Experience in the programming languages C++, C#, JavaScript, HTML5, and Python gained during university projects and modules

· Experience in using agile, waterfall and scrum planning, as well as organising and seeing through sprints

· Problem solving skills demonstrated while coding with various programming languages

· Excel at teamwork and solo work

Interests and Achievements

· Won best undergraduate game for my final year project

· Currently learning to speak French and have completed a term-long course with Kingston University

· Very keen interest in film, books, games, TV, and the general media industry

· Took part in 6 consecutive secondary school productions both as performer and leadership roles, as well as assisting the producer