

PROFILE

A recent Computer Science graduate, I am primarily a creative-type gamer. I seek to pursue a career in a creative technical field, where I aim to work in an organisation that can feed one of my many interests such as games development, web development, and programming. I'm keen to be able to utilise and expand my design and problem-solving skills, and organisational ability.

In my spare time, I enjoy playing and creating video games, website development, and wiki editing. Further interests of mine including travelling, cheerleading, and art (graphic design, 3D modelling). Game development is a particular passion of mine due to the variety of skills it encompasses, along with the freedom to create anything out of nothing.

SKILLS AND ACHIEVEMENTS

- **Technical:** Python, Java, C#, p5.js, HTML, CSS
- **Other:** Microsoft Office, Unity, Blender, GIMP, Inkscape, Git, Github, MongoDB, MySQL
- Global Game Jam 2018 participant, worked independently to create an improved version of my original Space Invaders project in p5.js.
- Goldsmiths Lions Cheerleading, level 2 stunting (2016-19). Treasurer & Uniform Secretary (2018/19).
- Volunteer administrator on the official RuneScape Wiki (formerly Wikia); monitoring vandalism, organising events, helping users, curating and creating content. (2011-)
- National Citizen Service, working in a team to complete community projects. (2014)
- Girlguiding Baden-Powell Challenge Award (2013)

EDUCATION AND QUALIFICATIONS

Goldsmiths, University of London (2016-2019)

First Class Honours - BSc. Computer Science

- *Modules* - 3D Virtual Environments and Animation (First), Algorithms and Data Structures, Data Networks and the Web, Final Year Project (First), Interaction Design (2:1), Games AI Programming (2:1), Intro to Programming (2:1), Programming (First), Problem Solving (First), Fundamentals of Computer Science (2:1), Mathematics, Social Media Crowdsourcing & Citizen Sensing (First), Software group project (2:1), Web Development
- *Projects* – Walkies infinite runner game (Unity3D), VR forest photography game (Unity3D), product design of an interactive noticeboard for student halls, development of an Android mobile application in Java for researching groceries (working in an Agile environment), balloon pop game (p5.js), snake game (p5.js), space invaders game (p5.js), personal website (Bootstrap & jQuery).

Truro College (2013-2016)

- Access to HE Diploma (Computing)
- A-level Psychology, Film, and Law (BBE)
- AS-level Media (C)

Penair School (2008-2013)

- 12 GCSEs (A* - C),
 - Double English (A)
 - Double Maths (A)

EMPLOYMENT

Piran Meadows, Newquay (2018)

- Housekeeping, ensuring holiday homes are cleaned on time to a high standard

McDonald's, Truro (2014-2015)

- Serving customers
- Keeping kitchen clean, well-stocked, maintaining health & safety and food hygiene standards
- Fulfilling food orders in a fast-paced environment, ensuring consistent quality

Dairyland Farm World, Newquay (2012)

- Dealing with customer queries
- Looking after the various animals
- Keeping the farm areas clean and stocked, maintaining health & safety standards

Paper Round, Truro (2010-2012)

- Delivering papers on time to customers
- Ensuring each paper contained the relevant leaflets each week.

References available on request.