BEATRICE NICHOLS

(SHE/HER)

SOFTWARE ENGINEER

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PROFILE

I'm Beatrice a recent master's graduate looking to move into work. I am a self-motivated learner and dedicated worker who enjoys the problem solving presented through programming in different languages and environments as well as the constant room for growth it provides. I have over 5 years of experience programming, having worked on games in Unity and Unreal engine as well as other non-gaming applications such as networked chat tools.

SKILLS

-C++ -C# -Python -Unity Engine -Unreal Engine

-Agile -Object -Oriented Programming -Problem Solving

QUALIFICATIONS

Sept 2020 – Jun 2023	**BSc Games Development First Degree** Staffordshire University Completed my Undergraduate course in games development covering areas of programming such as c++, c#, AI, Unity, Unreal and networking as well as gaining experience with the agile workflow through group projects.
Sept 2023 – Aug 2024	**MSc Games Programming Distinction** Staffordshire University Undertook my Masters providing a deeper insight into programming standard such as object-oriented programming and time management as well as more experience with other languages like python and online multiplayer development.

EXPERIENCE

Studio Sim
Staffordshire University

Worked as a game play programmer on a team with the aim to develop a game engine and game within a 6-week project. My key responsibilities were developing the AI and level generation along with prototyping the game and aiding with engine testing.

GGJ 20 / 24
Global Game Jam 20 / 24

I have taken part in the global game Jam twice, being the 2020 and 2024 Jams where I was the primary programmer, along with a team of designers and artist where we had to develop a unique game from scratch in 48 hours.