

# Ethan Tudor-Lloyd

## PROGRAMMER

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### Employment History

#### Sales Administrator — Oaklands Plastics (Aug 2025-Dec 2025)

- Worked independently to produce accurate quotations using customer-specific pricing and logistics considerations.
- Coordinated with internal teams to confirm lead times and delivery feasibility.
- Re-engaged dormant accounts through targeted outreach (email and phone)

#### Educational Game Developer — De Montfort University (Sep 2024 - Apr 2025 - NDA Protected)

- Collaborated on a Unity-based mobile game targeted at children, designed to support learning outcomes through interactive minigames.
- Expanded pre-existing codebase with substantial new features and gameplay systems.
- Rebuilt the UI system for better navigation, accessibility, and mobile optimization.
- Delivered content and technical improvements independently, using agile principles, Git-based version control, and structured documentation practices.

#### Diner Assistant — Hollywood Bowl (Aug 2019-Aug 2021)

- Worked quickly and efficiently to process food orders.
- Maintained hygiene standards in the kitchen such as deep cleaning grills and fryers.

### Education

#### First Class BSc (Hons) Computer Games Programming - De Montfort University (2025)

#### UAL Level 3 Extended Diploma Games Design - Distinction

### Summary

First-class Computer Games Programming graduate with strong technical expertise in C++, C#, and real-time rendering. Experienced in developing gameplay systems, optimising performance in Unity and Unreal Engine, and working collaboratively in agile teams.

Passionate about crafting immersive player experiences, solving complex problems, and eager to contribute to innovative game development projects.

### Skills

- Unity
- C++
- Git Version Control
- OpenGL
- Unreal Engine 4/5
- Agile Methodologies
- Rust
- Microsoft Office Suite
- C#
- Communication