

Amelia Liggins

Games Programmer

A determined programmer, with an ability to adapt to new challenges and learn new skills, languages and software.

EXPERIENCE

Spilt Milk Studios — Junior Programmer

March 2022 - March 2023

Working on three games within the (sadly now gone) Lua platform Crayta, as well a Unity game of theirs.

EDUCATION

BSc Computing Science with Games Programming

University of Huddersfield

Sep 2017 - July 2021

BTEC Level 3 - Computer Games Development

Loughborough College

Sep 2015 - July 2017

Level 1 Prince's Trust Award

Sep 2013 - July 2015

PROJECTS

Super Doom Wall — Crayta - Spilt Milk Studios

Gameplay Modes, Powerups, XP Events, UI, Bug Fixes.

Super Blast Island — Crayta - Spilt Milk Studios

Weapons, Tools, Enemies, XP Events, UI, Bug Fixes.

Super Adventure Team — Crayta - Spilt Milk Studios

Weapons, Powerups, XP Events, UI, Bug Fixes.

Based In: Leicestershire, UK

Email: amelialiggins@gmail.com

Portfolio: www.amelia-liggins.com

SKILLS

Unity C#
Git, Plastic
Trello, HacknPlan

Unreal C++
Lua, Python, Java, C
UML

Photoshop
3DS Max, Blender

VOLUNTEERING

I helped provide awareness for the homeless situation in my home town with a documentary about a local shelter, a Christmas event for the residents and took part in a sponsored sleep out in similar conditions that the homeless suffer through daily, as part of my Prince's Trust Award.

HOBBIES AND INTERESTS

- Reading(Mainly Sci Fi)
- Cooking
- Frogs
- Video Games
- Trans Rights!