LIA HARAKIS

GAMES DEVELOPER

CONTACT INFO

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PROFILE

I'm an undergraduate student currently in my third year at University of Staffordshire, studying Computer Games Design and Programming. I'm motivated and enthusiastic in every thing I do, and I have a strong interest in the game development industry. I have good communication skills and i'm am able to work efficiently in a group.

EXPERIENCE

Games Programmer
Nitro Has Passed
NHP - Drowsy Yokai
2025-Present

- Working with a team of 7 programmers on a small personal project
- Implement version control for the project using GitHub and GitHub Desktop
- Pick up tasks using the projects Kanban board

Blueprint Programmer and Games Designer
Rattus Mortus
Staffordshire University Junior Collab
2025

- Create mechanic diagrams for key game mechanics and abilities to be used in game design document
- Implement character abilities using Blurprints
- Assit tech lead when needed and help bug fix

EDUCATION

Bachelor of Science
Univeristy of Stafforshire
Computer Games Design and Programming
2023-2026

A-Levels
Langley Park School for Girls
Maths, Biology, Computer Science
2021-2023

SKILLS AND PROFICIENCIES

Software/Languages

- Unity
- Unreal Engine
- Godot
- C++
- C#
- HTML/CSS/Javascript
- Unreal Engine Blueprints

Personal

- Communcation
- Teamwork
- Attention to detail
- Patience
- Time management
- Multitasking
- Maths
- Organisation