

Lia Harakis

Games Programmer

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Professional Summary

Games programmer and BSc Computer Games Design and Programming graduate, specialising in gameplay systems and technical leadership. Proficient in C# and Unity, with hands-on experience leading programming teams, managing version control, and shipping projects from concept to completion in cross-discipline collaborative environments.

Work Experience

Lead Programmer — NHP - Drowsy Yokai · 2025 – 2026

- Implemented and maintained version control workflows using GitHub to preserve code integrity across the team
- Developed gameplay mechanics using C# and Unity, contributing directly to core player-facing systems
- Selected, organised, and delegated programming tasks via the project Kanban board, aligning work to individual strengths
- Coordinated regularly with design and art teams to align priorities and address cross-discipline dependencies

Technical Lead — All Hands On Deck, Staffordshire University Senior Collab · 2025 – 2026

- Led a programming team of around 9 and delegated tasks based on individual strengths to maintain delivery pace
- Maintained project version control and code integrity using GitHub throughout development
- Communicated across disciplines to coordinate technical requirements and resolve issues
- Reported progress to the producer to ensure clear visibility of technical status

Society Manager — Staffordshire University SU, Staffs Idol Society · 2025 – 2026

- Organised events independently and in collaboration with other societies, managing logistics end to end
- Hosted weekly sessions to engage members and sustain regular society activities

Crew Member / PartyHost — Laser Quest GB | Stoke / Bromley · 2022 – 2026

- Hosted children's birthday parties, welcoming guests and coordinating activities throughout each event
Operated
- Laser Quest games and VR experiences, troubleshooting and resolving software issues as they arose

Education

BSc (Hons) Computer Games Design and Programming — University of Staffordshire | Stoke-on-Trent

A-Levels: Maths, Biology, Computer Science — Langley Park School for Girls

Skills

Technical: C#, Unity, C++, Unreal Engine, Python / Pandas, GitHub, HTML, CSS, JavaScript, Microsoft 365, Computer Hardware

Personal: Leadership, Communication, Teamwork, Time Management, Organisation, Multitasking

Hobbies & Interests

Dance, PC Building, Gaming, Reading