Lara Cuttriss

Games Programmer

Contact / Info

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- ⬡ github.com/Plokie

Proficient Languages

C#

C / C++

HLSL

GLSL

JavaScript

HTML + CSS

Python

Java

Software Experience

- Unity
- Electron
- VS Code
- Visual Studio
- Eclipse
- SFML
- OpenGL
- Unix systems
- GCC/G++
- GBDK2020
- devkitPro
- Cmake

An incredibly ambitious student, spending all my free time programming personal projects and studying for University. Currently studying Computer Science for Games.

When I was very young, I was enamoured with the Xbox 360, and was blown away by its capabilities at the time. That, and other technologies, inspired me to poke around with systems and exploits to gain a better understanding. Furthermore, even at such a young age, I learned how to program and have never stopped since! Exploring any programming idea/challenge that comes to my mind.

Experience

Robotics Programmer   2019-2022

Robot Programmer for 2 times national UK First Tech Challenge winning team GroundX
(2020 Inspire Award, 2021 Inspire Award)

- Worked as part of a team of Engineers, Designers, Planners and Managers
- Gave presentations to FTC staff demonstrating my abilities and knowledge
- Learned Java and Java Networking, and developed my programming experience
- Taught Y11 pupils who took after me when I left

Portfolio + Projects

C++ DX11 Minecraft Clone

A ground-up recreation of Minecraft written in C++ using DX11! Source code is available to see, and a demo to play.

More like this on my portfolio website at larac.xyz

Education

BSC (Hons) - Sheffield Hallam University

Computer Science for Games - Year 2 : Modules :

C++ Object Oriented Programming	Software and Hardware Optimisation
Mathematics for Graphics	2D & 3D Engine Programming

A-Levels - Outwood Academy Newbold Sixth Form

3 A-Levels;
- Computer Science - A
- Maths - C
- Physics - D

GCSEs - Outwood Academy Newbold

8 GCSEs and a BTEC, notably;
- Computer Science - 9
- Maths - 7
- Physics - 6