RACHEL LOWE

I make games.

- 11BelowStudio.github.io
- /11BelowStudio
- rachel_m_lowe@outlook.com
- /in/rachel-m-lowe
- Staines, UK

SUMMARY

Prize-winning graduate, with a track record of successfully delivering bespoke games for external clients, seeking an opportunity to apply my skills and experience in the games industry. I treat games as works of art, and I endeavour to fulfil the artistic vision of the designer to the best of my ability.

SKILLS

Languages: Java, C#, Python, JavaScript, HTML, SQL

Technologies: Unity, Android, Git, VS Code, Visual Studio, Jetbrains IDEs, Jira, Node.js, Godot

Other Skills: Game Design, Project Management, Communication, Problem Solving

PROJECTS

2023 · CrabFind — *Private commercial project*
- Multiplayer edutainment/digital archaeology game for Windows, Linux, and Android.
- Developed for Manx National Heritage, for exhibition usage (single host PC, visitors play on tablets).

```
C# / Unity / Multiplayer / Mobile / PC / Edutainment
```

2022 – 2023 · CrabFight/CLAWS — *11BelowStudio.itch.io/CrabFight*
- Multiplayer PvP crab simulator for Windows, Linux, and Android (cross-platform multiplayer).
- Initially my MSc dissertation project, but I have since been employed to develop it further for Natural England (branded as *CLAWS*), for use at public events - and has successfully been exhibited at several events (with full handover documentation, to enable future events).

```
C# / Unity / Multiplayer / Mobile / PC / Simulation
```

2020 – 2021 · HECC-IT (Hypertext Editing and Creation Code Integrated Toolkit) — *github.com/11BelowStudio/hecc-it*
- Hypertext game authoring tool, implemented in Java, producing browser-playable hypertext games.
- Developed for my BSc dissertation project, with produced games available on itch.io.

```
Java / HTML / JavaScript / Tool Development / Interactive Fiction
```

EDUCATION

9/2021 - 9/2022 · MSc Computer Games (Distinction) — *University of Essex*
- Awarded the Big Essex Platinum Award, for extracurricular involvement throughout my degrees.

```
C# / Unity / Python / Java / Game Design / Game Development / Physics Engines
```

9/2018 - 7/2021 · BSc Computer Games (First) — *University of Essex*
- Awarded The British Computer Society Prize, PlayLabz Prize, KF Bowden Memorial Prize, O'Reilly Academic Prize, and included on the Dean's List, for consistently high academic performance.

```
Java / C# / Unity / Python / HTML / JavaScript / AI / Virtual Worlds
```

EXPERIENCE

6/2023 – 7/2023 · Research Officer (Contract) *(Graduate game developer)* — *University of Essex - Remote*
- Employed to design and develop a bespoke game for Manx National Heritage (*CrabFind*).
- Publicly demonstrated this game at the Isle Of Man Festival of the Sea.

```
C# / Unity / Multiplayer / Project Management / Stakeholder Interaction
```

3/2023 – 4/2023 · Research Officer (Contract) *(Graduate game developer)* — *University of Essex - Remote*
Employed to further develop *CrabFight* (as *CLAWS*), for Natural England, fulfilling stakeholder requests.

```
C# / Unity / Multiplayer / Project Management / Stakeholder Interaction
```

VOLUNTEERING

1/2023 – ongoing · Digital Support Volunteer — *Staines Library*
Providing weekly drop-in support sessions for those who need help using computers etc.

2/2020 – 9/2022 · Student Representative — *University of Essex*
Liasing between students and faculty to address concerns raised by students about the course.

11/2019 – 6/2020 · Treasurer (Game Development Society) — *University of Essex*
Managing society budget, organizing and running workshops and game jams, promoting society events.

OTHER INTERESTS

- Active contributor to Wikipedia (with over 2000 edits) and some other game wikis.
- Black belt in Taekwondo.
- I enjoy participating in game jams & trying new tools in them.
- Made mods for *Payday 2* and *RAID: World War 2*.
- Made a custom client package for *Mudlet*.
- I occasionally contribute to open-source projects.
- Prone to infodump about certain incredibly niche topics.