

# RACHEL LOWE

I make games.

 11BelowStudio.github.io

 /11BelowStudio

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 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, Doxygen

**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 Buddy** 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 and some other game wikis.
- Black belt in Taekwondo.
- I enjoy participating in game jams & trying new tools in them.
- Dabbled in making mods for *Payday 2*.

## REFERENCES

- Dr. Jon Chamberlain – Senior Lecturer, University of Essex.
- Prof. Richard Bartle – Senior Lecturer, University of Essex.