

Amy Elliott

Gameplay Programmer & Artist

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- Portfolio: <https://gamedev.amy-portfolio.com>

Personal Statement

I am a highly motivated and hardworking individual, and I love learning new skills and taking on challenges.

I have worked with **40+ clients** on **commissioned artwork**, dealing with project management, continuously updating clients and organising feedback and revisions. My highest selling type are Character Sheets and Illustrations.

University has allowed me to refine my **C++** and has piqued a new interest in **OpenGL**.

Key Skills

Tools and Software

- C#, C++, and Python
- OpenGL
- Unity
- Unreal Engine 4
- Autodesk 3DS Max
- Autodesk Maya
- Blender
- Adobe Photoshop
- Git via Tortoise Git
- Visual Studio/Code
- FMOD Studio
- Trello

Other Skills/Achievements

- Worked as **Team Lead** for a few University projects.
- Produced and published **14 gamejam games**
- Produced and published **7 personal projects**
- Experience with **presenting** games at exhibition
- **Arduino** development with C++
- **Flexibility**, whilst maintaining enthusiasm and commitment to each project.
- **Testing** of electronic devices, ranging from mobile phones to laptops to consoles through my experience as a device tester at CeX.
- **Confidence** with being able to serve customers (*I am also good at dealing with troublesome customers*)
- Open to many ideas and can work well with a group of people

Professional Experience

Commission Artwork

Self-Employed

July 2020 – Present · 7 mos

I have worked with **40+ clients** on **commissioned artwork** for character sheets and other illustrations.

I am regularly **project managing** my work by using **Trello** to triage my tasks in order to meet strict deadlines.

Clients receive updates and opportunities to **revise work** as many times as wanted during the initial stages of the commission, allowing **iteration on feedback** where necessary.

Sales Assistant

CeX LTD

June 2018 – Present · 2 yrs 9 mos

I work as an on-the-floor sales assistant.

I am responsible for assessing games consoles and electronics for their suitability for repair. I also conduct on-the-spot **testing** for customers' phones and games consoles and then **making an offer** to purchase the device.

Development and Passion

I aspire to expand my knowledge of programming and art through hard work and self-directed study. My ultimate goal is to have **breadth of knowledge** in every field of the games industry and **excel in programming**.

I am **motivated** to bring **accessibility to video games** to support people with different disabilities as I believe there is currently a lack of accessible video games and accessories.

In 2019, I participated in my first **gamejam** and I published my first game on the Google Playstore; through doing these gamejams I have met some great friends and have learned a lot about developing games under a strict deadline.

Education

Portsmouth University – Computer Games Technology

(2020 - 2024)

Modules:

- Tools for Games and Animation (Teamwork/Gamejams)
- Define Games (Writing articles)
- Technical Game Development (C++/OpenGL)
- Image Creation (Environment & Character)
- EPortfolio
- Foundation in 3D Modelling (3DS Max & Animation)

Greater Brighton Metropolitan College

Extended Diploma in Games Development
UAL Level 3 Extended Diploma in Creative
Media Production and Technology

Distinction
2019-2020

Diploma in Games Development
UAL Level 3 Diploma in Creative Media
Production and Technology

Distinction
2018-2019

References

Available on request