



## Amy Elliott

Gameplay Programmer



Available On Request



Available On Request



[gamedev.amy-portfolio.com](http://gamedev.amy-portfolio.com)



[amy-m-elliott](https://www.linkedin.com/in/amy-m-elliott)



[AmyE123](https://github.com/AmyE123)



## Key Skills



### Coding

- C#
- C++



### Engines

- Unity
- Unreal Engine



### Source Control

- GIT
- Perforce



### IDEs

- Visual Studio
- Visual Studio Code



### Other

- Blogging
- 2D Art



## Personal Statement

I'm a big fan of technical and creative experimentation, and I do this by participating in gamejams and small projects in my spare time. One day I hope to have developed a game for every single game genre, using as many different skills as possible. I love learning new things, from game engines and programming all the way to fun projects using an Arduino.



## Achievements & Volunteering

- **Guest Speaker at Colleges & High Schools** - Attended colleges and high schools to speak to students about the Games Industry with a technical focus.
- **Programming Mentor for Into Games, SideFest, GirlsTechWM and others** - Helping students with projects and workloads and running game development workshops with a programming focus.
- **Working as a freelance artist** - Worked with 50+ clients to create illustrations, 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, allowing iteration on feedback where necessary.
- **Participated in many gamejams** - I've entered 16 gamejams where I took on a variety of roles, from being the lead programmer, all the way to art and level design.
- **Published to the Play Store** - I've worked on a handful of solo projects where I learnt about many different parts of the development process. I ported one of these games to Android and published it to the Google Playstore.



## Professional Experience



### Placement Programmer

Sumo Digital Leamington

AUG 2021 - PRESENT

Working as a gameplay programmer, and **main AI programmer** on an unannounced game in **Unity** using **C#**.



### Game Engineer Intern

Jagex

MAY - AUGUST 2021 · 4 MOS

Worked on programming core gameplay mechanics in **Unreal C++** for Jagex's upcoming **triple-a MMORPG** and the **engine code** for **RuneScape's in-house engine**. I've learnt a lot about using **C++**, **Unreal Engine**, how to write **Client-Server code** and how to use **Perforce** and **Git Bash** through this internship.



### Game Development Tutor

Freelance

SEPT 2021 - PRESENT

I've been mentoring a student to **teach** them about all things Games Development, from making a game design document all the way to finishing up **multiple of their own games!**



### Host & Producer

Game Dev London

FEB 2022 - PRESENT

**Managing, creating, and hosting** the content, production, and delivery of podcasts. The Game Dev London Podcast aims to support the UK games industry with knowledge and stories.



### Lead Programmer

University of Portsmouth in collaboration with  
The Royal Navy

DEC 2020 - APR 2021 · 5 MOS

Worked on a **Submarine Simulator** for **The Royal Navy's recruitment events**. I worked on main mechanics and bugs and **helped** and **taught** my teammates whenever needed.



# Development and Passion

I aspire to expand my knowledge of programming through hard work and self-directed study and hope I can one day become a **senior or lead programmer**.

I am **motivated** to help bring more **diversity into the games industry, specifically in the programming area**, as programming is a very male-dominated area, and I am working toward that by doing talks in schools, colleges, and conferences.

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

I am very passionate about **education**, and I love to teach students and help them realise that a career in games is possible! – I wish I knew more about the creativity and many different paths in the games industry when I was younger, which is why I'm driven to do this!

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

BSc (Hons)

2020 – PRESENT

In the first year at this University, I took a broad range of modules which taught me more 3D modelling, art, literature, teamwork, and programming, I passed all of these modules, on track to get First-Class Honour grades, and learnt a lot along the way.

### Greater Brighton Metropolitan College – Games Development

Extended Diploma

2018 – 2020

This college course was my introduction to the Games Development world, this is where I first found my love for programming.

#### 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.