Elise Aitchison
Generalist Games Programmer

https://pages.github.falmouth.ac.uk/EA279256/EA279256.github.io/

Email: ellsaitchison@gmail.com

Manx game developer with a focus making the weird and wonderful. I like to push boundaries, innovate and try something new in the art form I love dearly. While programming is my focus, I'm not scared to pick up new skills (such as animation skills and working in VR) and have had a lot of experience working with   other driplines.

Notable Projects:

Corporate Hell (2023-2024) (Student Unity VR Game):

Role: Programmer and Lead Animator

Corporate Hell is a VR unity game I made over a few months as part of a 10 multidisciplinary person team. Before the project I had only used a VR headset once, so creating a game for one was a big undertaking and I had to learn on the fly. Within our team, there was nobody who could animate, so I also taught myself how to animate (I had a little past experience, but not much) and spent half of the time working on the project animating for it.

Cassette of Cthulhu (2023) (Student Unity Game):

Role: Solo Developer

The main USP Cassette of Cthulhu is the custom controller built for it. I bought a £5 radio from a charity shop, gutted it, repurposed what I could and combined it with an Arduino to create a custom controller. I also took a unmodified I owned cassette player and used the sound output as an analogue signal to control the game. The game involves the player stopping and staring the cassette player and tuning the radio to control the game. I also created several ZX Spectrum inspired pixel art sprites for the game.

WarpJam (2024) (Student Unity Mobile Prototype):

Role: Solo Developer

Warpjam is a game that uses the NFC compatibility of Android Phones to load in levels (inspired by games such as Skylanders). This game was the first Unity mobile game I made and was the first time I touched Java in any capacity, which were obstacles I had to overcome. This project is still a prototype and am currently developing it further.

Unnamed UE5 FPS (2023) (Student UE5 Prototype):

Role: Solo Developer

This project is a on-boarding project I made to learn UE5. It uses both Blueprints and C++, mainly using C++ to create an enemy AI behaviours in it's behaviour tree. This game also was used to teach how to use the optimisation tools in UE5.

Spooky Inc (2022-2023) (Student Unity Game):

Role: Lead Programmer and Designer

This was the first group project I did in Uni, The main USP of the game was it's unique gameplay of scaring people in a mansion and the unique controller made for the game by another team member on the robotics course. I was the primary designer/vision holder for the game and also had to work very closely with the robotics expert (as well as the sound designer and animator) to make sure there work is implanted and could function correctly.

Skills:

Programming:

- C#
- C++
- Blueprints
- Python
- HTML
- CSS
- SQL

Engines:

- Unity (vr and mobile)
- Unreal Engine 5

Software:

- Visual Studio
- Git
- Asprite

Other:

- Arduino
- Pitching/presentations
- Agile

Qualifications:

Undergraduate:

Game Development: Programming (BA),

Falmouth University