

Evelyn Moore

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ABOUT ME

Enthusiastic, creative and inquisitive game developer with an array of skills and experience. Strong knowledge of working with Unity and C#, as well as using source control software such as GitHub. Knowledge of Unreal using blueprints and C++. Gained experience with 3D modelling, animation, and sculpting outside of university, primarily using Blender and with an emphasis on procedural node-based workflows. Diverse knowledge set including project management tools such as Trello, and several applications for image manipulation, video editing, and audio production. Aspiring to learn more about the industry and become more capable in specialist areas of game development.

EXPERIENCE

I have spent my whole life actively engaged in one game or software centric community or another, for example creating maps for C&C Generals, participating in game jams, or making mods for games such as Skyrim and Noita.

I have gained fantastic experience with teamwork and organisation, being a student representative of my course for over a year as well as a student ambassador, where I participate in many events such as giving tours to prospective students on open days.

TECHNICAL SKILLS

- Unity
- Unreal
- C#
- C++
- Blender
- HTML
- CSS
- GitHub
- Trello

EDUCATION

BSc (Hons) Computer Games Programming Degree | University of Gloucestershire

2021-Present

UBO – Worked as the project manager for a 2-4 player party game, developed in a team of 6 including students from different disciplines. The game was developed in Unity using industry standard systems for source control and task allocation (GitHub and Kanban boards) The team was invited to COMX for this project.

A Levels | Gordano School

2019-2021

Cambridge Technical in IT – Distinction*

Biology – B

Physics – D

GCSE | Gordano School

2014-2019

I attained 9 GCSEs with an average grade of a 7 (A).