EVELYN MOORE

CONTACT

07871648297

linkedin

evmoore2022@gmail.com

evelynmoore.github.io

ABOUT ME

Enthusiastic and creative 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. Moderate knowledge of Unreal and C++. Gained experience with 3D hard modelling and sculpting outside of university, primarily using Blender. Aspiring to learn more about the industry and become more capable in specialist areas of game development.

SKILLS

- UNITY
- UNREAL
- C#
- C++
- BLENDER
- HTML
- CSS
- GITHUB

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.

EDUCATION

BSc (Hons) 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).