

# Evelyn Moore

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## 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. Knowledge of Unreal and C++. Gained experience with 3D hard modelling and sculpting outside of university, primarily using Blender. Diverse knowledge set including project management tools such as Trello, procedural modelling in Blender and Houdini, and several image editing programs. 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).