

# EVELYN MOORE

## CONTACT

07871648297

[linkedin](#)

[evmoore2022@gmail.com](mailto:evmoore2022@gmail.com)

[evelynmoore.github.io](https://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

## EDUCATION

### GCSE | Gordano School

2014-2019

Biology - 8

Computer Science - 7

Mathematics - 7

Physics - 7

Design Technology - 7

English Language - 7

Chemistry - 6

Geography - 6

English Literature - 5

### A Levels | Gordano School

2019-2021

Cambridge Technical in IT – Distinction\*

Biology – B

Physics - D

### 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.

## EXPERIENCE