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| Evelyn Moore | |
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| **CONTACT** 07871648297  [linkedin](http://www.linkedin.com/in/evelyn-moore-12290225a)  [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](https://comx.uogs.co.uk/22/) for this project. | | |
| **EXPERIENCE** | | |