

Evelyn Moore

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About Me

Well-rounded, professional programmer with wide range of skills, experiences and enthusiasm, particularly Unity development with C#. Professional experience working on gameplay prototyping and engine maintenance. Experienced with industry standard tools including Atlassian Suite, Git, and Xcode as well as Agile/Scrum workflows. Diverse array of supporting skills including firsthand experience with both game design and art. Spent whole life interacting with the games industry in one form or another e.g. making maps/campaigns for C&C Generals & Spore and mods for Skyrim & Noita. Gained experience from attending industry events such as Develop:Brighton, WASD, EGX, Let's Talk Games.

Supplementary Experience

Volunteered as a course representative for Games Programming at UoG for 2 years, collecting feedback from students and presenting it to staff at subject meetings.

Given talks and been on panels with other industry professionals at events run by organisations such as Women in Games, TT Games and Warner Bros. Discovery.

Gained fantastic experience participating in game jams, creating such wonders as Fowl Play, Snowhost, and Chess.

I became a trained first aider while at WBG Odyssey, completing a 3-day course and achieving an Emergency First Aid at Work Certificate.
(2024-2027)

Technical Skills

- C#
- Unity
- HLSL, GLSL
- C++
- Unreal
- Blender
- Git
- Atlassian Suite
- Xcode
- Python
- HTML/CSS

Professional Experience & Education

Programming Intern | Warner Bros. Games Odyssey
(2023-2024)

Worked for 1 year as a Programming Intern at Warner Bros. Games Odyssey, developers of LEGO® Star Wars™ Battles. Gained experience working on live ops title and working closely with other disciplines.

Student Ambassador | University of Gloucestershire
(2022-2025)

Mentored sixth-form students, Gave tours of the university and helped with talks to prospective students, their parents, and schools.

BSc (Hons) Computer Games Programming | University of Gloucestershire

(Expected 1st Class Honours, June 2025)

Group projects were selected for an invite to GAMEX in all 3 years of study. Completed research project analysing and implementing compute shaders for realtime fluid simulation in Unity.

A Levels | Gordano School

(2019 - 2021)

Cambridge Technical in IT - Distinction*

Physics - D

Biology - B