

Evelyn Moore

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About Me

Well-rounded and enthusiastic programmer with a strong focus on software development using C#. Professional experience working on prototyping and engine maintenance, complemented by proficiency in industry-standard tools such as Atlassian Suite, Git, Xcode, Jenkins, and familiarity with Agile/Scrum workflows. Diverse array of supporting technical skills such as HTML, CSS, Python, etc. Skilled at collaborating in multidisciplinary teams, with experience from cross-discipline collaboration during my internship, game jam teams, and group projects at university. A lifelong passion for programming, demonstrated through years of hands-on experience with technical thinking and code (first Scratch, then WinForms, Jupyter notebooks, C++ command line programming, and now Unity/Unreal/SQL)

Professional Experience & Education

Programming Intern | Warner Bros. Games Odyssey

(2023-2024)

Worked 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.

BSc (Hons) Computer Games Programming | University of Gloucestershire

(Expected 1st Class Honours, June 2025)

Group projects selected for COMX showcase in all 3 years of study. Currently Leading programmers in a large group project, and conducting research project implementing GPU code for realtime fluid simulation.

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.

A Levels | Gordano School

(2019 - 2021)

Cambridge Technical in IT - Distinction*

Physics - D

Biology - B

Participated in National Student Robotics 2020

Supplementary Experience

Volunteered - Course representative for Games Programming at UoG for 2 years, collecting feedback from students and presenting it to staff at subject meetings - this helped to develop strong communication skills.

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

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

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

Engaged - Gained valuable knowledge and experience from attending multiple industry events such as Develop:Brighton, Let's Talk Games, WASD, and EGX.

Technical Skills

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