

Evelyn Moore

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About Me

Well-rounded and enthusiastic designer with a technical background in Unity development using C# and Unreal using C++. Diverse array of skills including firsthand experience with both game design and art, with several months of professional gameplay design experience. Professional experience working on gameplay prototyping and engine maintenance, complemented by proficiency in industry-standard tools such as Atlassian Suite and Git, and familiarity with Agile/Scrum workflows. Skilled at collaborating in multidisciplinary teams, with experience from cross-discipline collaboration during my internship, group projects at university, and game jam teams. A lifelong passion for games, demonstrated through hands-on experience with making game content (e.g., creating maps/campaigns for C&C Generals & Spore, and mods for Skyrim & Noita).

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 spent 3 months working as a designer iterating on gameplay functionality.

BSc (Hons) Computer Games Programming | University of Gloucestershire

(Expected 1st Class Honours, June 2025)

Group projects selected for GAMEX showcase in all 3 years of study. Conducted research project analysing and implementing compute shaders for realtime fluid simulation in Unity.

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, WASD, EGX, and Let's Talk Games.

Technical Skills

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