Evelyn Moore

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About Me

Well-rounded and enthusiastic Technical Designer, leveraging C# and C++ for scripting and tool development. Professional experience in gameplay prototyping, system design implementation, and engine maintenance, complemented by proficiency in industry-standard tools such as Atlassian Suite, Git, and Xcode, and familiarity with Agile/Scrum workflows. A diverse skill set that bridges technical implementation and creative design, supported by firsthand experience in game design and art. Skilled at collaborating in multidisciplinary teams, with experience gained from collaboration during my internship, team game jams, and group projects at university. A lifelong passion for games, demonstrated through hands-on experience in modding (e.g., creating maps/campaigns for C&C Generals and Spore, and mods for Skyrim and Noita), showcasing a deep understanding of player experiences and systems design.

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.

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, completing a 3-day course and achieving an Emergency First Aid at Work Certificate.
(2024-2027)

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

Technical Skills

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

Professional Experience & Education

Programming Intern | Warner Bros. Games Odyssey
(2023-2024)
Worked for 1 year at Warner Bros. Games Odyssey, developers of LEGO® Star Wars™ Battles. Gained experience working on live ops title and working closely with other disciplines. Spent 9 months as a programmer and 3 on the Design team.

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 selected for GAMEX showcase in all 3 years of study. Conducted 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
Participated in National Student Robotics 2020