

# Evelyn Moore

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## About Me

Well-rounded and enthusiastic technical artist and shader programmer with a strong focus on Unity development using C# and HLSL. Professional experience working on gameplay prototyping and engine maintenance, complemented by proficiency in industry-standard tools such as Atlassian Suite, Git, Photoshop, and familiarity with Agile/Scrum workflows. Diverse array of supporting skills including firsthand experience with game design, programming and art. 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 working closely with other disciplines.

### 1st Class BSc (Hons) Computer Games Programming | University of Gloucestershire

(1st Class Honours, June 2025)

Group projects selected for GAMEX showcase in all 3 years of study. Final Year Modules:

Graphics Programming with Shaders: 80

Advanced Group Project: 72

Advanced AI Algorithms: 80

Individual Research Project: 70

### 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           | • C#         | • Shader Graph   |
| • Unreal          | • HLSL       | • VFX Graph      |
| • Blender         | • C++        | • Niagara        |
| • Xcode           | • GLSL       | • Material Maker |
| • Atlassian Suite | • Python     | • Photoshop      |
| • Git             | • HTML/CSS   | • FMOD           |
| • Jenkins         | • Blueprints | • DOTween        |