Evelyn Moore

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About Me

Well-rounded and enthusiastic programmer, currently with a focus on C++ development. Professional experience working on gameplay prototyping and engine maintenance, complemented by proficiency in industry-standard tools such as Atlassian Suite, Git, and Xcode, and familiarity with Agile/Scrum workflows. Diverse array of supporting skills including great communication, problem-solving, and technical prowess, as well as a passion for technology and learning new software. 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 programming, demonstrated through many projects in, Unreal (C++), Unity (C#), and Jupyter notebooks(Python).

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 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

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