Gabriella Emerson
Programmer

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PROFILE

A Computer Games Technology Student at the University of Portsmouth. I specialise in gameplay mechanics and have a particular interest in data-handling.

EDUCATION

BSc Computer Games Technology, *University Of Portsmouth (2023–2027)*

First Year Modules: Coding and Scripting for Games, Code Studio, and Game Development.

Year 2 Modules: Gameplay Programming, Maths for Games, Programming Application Programming Interfaces, and Program Consoles,

The Folkestone School for Girls

A Levels:

Computer Science (B), English Literature (B), History (B), and Extended Project Edexcel (A)

Technical Skills

C#	C++
Python	Unreal (BP)
Unity	Godot
Photoshop	SQLite
Microsoft and Google Suites	

Relevant Experience

Anxiety Antics – Summer 2024 (2 & 1/2 Months):

- Solo project created with GDScript in Godot for "*Safe In Our World Mental Health Game Dev Champions*" (2024)
- Programmer: Gameplay mechanics, Technical Art and Design.

EA Software Engineering virtual experience program on Forage – June 2024:

- Wrote a Feature Proposal describing a new feature for the Sims 4 to other stakeholders.
- Built a class diagram and a C++ header file for each object.
- Patched a bugfix and optimized Sims 4 codebase by implementing an improved data structure.
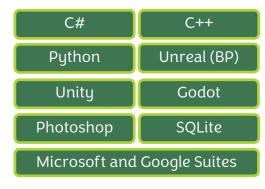
Potion Profiteer – Spring 2024 (3 Months):

- University Project (Team Size: 8), Unity in C#
- An Idle game where you explore, grow and brew potions.
- Programmer, Artist and Producer
- Data-Handling, Inventory System, Gameplay Mechanics within the shop.

Global Game Jam – January 2024 (1 Week):

- Group Project (Team Size: 4), Unity in C#
- 'Stand-Up Simulator'
- Programmer: Data-handling, CSV files, Gameplay Mechanics.

Other Work Experience

Magical Maths (2023– Present), Girl Guiding Leader (2019– Present), & Code Club Leader (2023):

- Working with primary school aged children (DBS Checked & Basic First Aid)
- Organisational and Interpersonal Skills

Front of House, Badger's Hill Farm, Chilham, Kent. (2022–2023) & Retail, New Look , Folkestone, Kent (2021–2022):

- Customer Service skills
- Prioritising tasks

Member of Teen Tech's Young Person Advisory Board (Jan 2021– Dec 2022)

- Working to improve the TeenTech Program

https://gaby18.itch.io/

https://github.com/GabbaTheHutt18