gamedev-gabriella.co.uk | linkedin.com/in/gabriella-jane-emerson | github.com/GabbaTheHutt18 | gaby18.itch.io

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

## Relevant Work Experience

#### Magical Maths (2023- Present),

- Working with primary school aged children (<u>DBS Checked</u> & <u>Basic First Aid</u>) to deliver a 5 week maths programme.
- Organisational and Interpersonal Skills
- Mathematics and problem solving.

## 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 using Photoshop/Krita and the Google and Microsoft Suites.

## 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.

#### Shed Card Game - Spring 2024 (3 Months):

- Solo University Project , Unreal Engine 5 in Blueprints
- A recreation of the card game shed in UE5 with a computer opponent.

#### 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.

#### Computer Science NEA - Spring 2023 (4 Months):

- Solo A-level Project, Visual Studio in C#, XAML and SQLite
- An educational application that allows the user create question banks and play games similar to Quizlet.

## **EDUCATION**

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

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

Second Year 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)

# Other Work Experience

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

- Working with primary school aged children (<u>DBS Checked</u> & <u>Basic First Aid</u>)
- 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