Gabriella Emerson
Programmer

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Based in South East

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PROFILE

A Second year Computer Games Technology Student at the University of Portsmouth. I specialise in back-end programming and have a particular interest in gameplay mechanics.

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 (2016–2023)

A Levels:

Computer Science: Grade B

English Literature: Grade B

History: Grade B

Extended Project Edexcel: Grade A

GCSE:

11 GCSEs (Grade 8 to 9), including Computer Science (Grade 9), Maths (Grade 9), English Language (Grade 8) and iMedia Btech (D*)

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

ADDITIONAL INFO:

- Full Driving License (since 2023)

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)

- Full Stack Developer: 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.

- Back-End Developer, 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'

- Back-End Developer: Data-handling, CSV files, Gameplay Mechanics.

https://gaby18.itch.io/

https://www.linkedin.com/in/gabriella-jane-emerson/

https://github.com/GabbaTheHutt18

References are available upon request