Louise Ramsden

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Skills and Technologies

Languages: C/C++, C#, HLSL, UE Blueprint, UE Material Nodes

Technologies: Unreal Engine, Unity Engine, OpenGL, DirectX11, DXR, .NET, RenderDoc, Git, SDL, Monogame.

Programming Skills: Debugging, Gameplay/Scripting, Graphics, Concurrent/Threaded, AI, Networking.

Soft Skills: Communication, Teamwork, Adaptability, Time Management, Interpersonal Skills.

Experience

University of Staffordshire - 1UP Scheme, Programmer — Stoke-on-Trent

- Worked as part of a 30 student team in the tech department over the summer creating a game set for commercial release. Resulting in a **Tiga Game Industry Award Shortlist**.
- Made extensive use of Unreal Engine and its tools such as Blueprints, Material nodes, Behaviour trees, UMG and Unreals Physics Engine to create mechanics and modes for the game.
- Worked using an Agile Scrum methodology including daily stand-up meetings and lots of communication between departments.
- Made heavy use of source control to allow for work in parallel for each department and helped as a part of the tech team to manage merge conflicts and the overall project workflow.

Projects

Disc-Go!

- Fast paced multiplayer game, made in Unreal Engine as part of the University of Staffordshires 1Up Scheme.
- Worked as a programmer to help create the game modes, mechanics, UI and AI for the game alongside the tech team.
- Shortlisted for the **Tiga Game Industry Awards 2024 Social Game Category**.
- **Tools Used:** Unreal Engine, UE Blueprint, UE Material Nodes, Git

rockdove-raycaster

- Psuedo 3D renderer made to explore historic rendering techniques in the vein of Wolfenstein 3D and Doom.
- Makes use of OpenGL 1.0 to draw to the screen and a custom raycaster written in C++ to gather information to draw to the viewport.
- **Tools Used:** C++, OpenGL, freeGLUT, Visual Studio, Git

dx11-renderer

- 3D renderer written in C++ and HLSL using D3D11 to create a renderer making use of the programmable pipeline to render a complex realtime scene.
- Made use of Linear Algebra, Pixel and Vertex shaders, as well as research papers and solid object oriented design to create a robust and featureful renderer. Features include: Skybox, Object System, Phong Lighting, Water Vertex Shader, YAML scene info storage and Debug fly camera.
- **Tools Used:** C++, DirectX 11, HLSL, Renderdoc, Visual Studio, Git

Education

BSc(H) University of Staffordshire, Computer Games Programming w/ Foundation Year — Sept 2022 – Current

- 1st Year Avg Mark: 72%
- **1st year Modules:** Programming Fundamentals, Computational Methods, C#Scripting for Game Engines, Mechanics Prototyping, Introduction to Graphics Programming and Bespoke Platform Development.
- Foundation Year Completed.