Louise Ramsden

Stoke-on-Trent, Staffordshire, ST4 2BL   ✉ LouiseRamsden2@gmail.com   ☎ 07599 858 330
🔗 louiseramsden.github.io   **in** louise-ramsden   ⌂ LouiseRamsden

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: Graphics, Concurrent/Threaded, AI, Networking, Gameplay/Scripting.

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

pigeon-game

- Game made as part of the university module "Bespoke Platform Development" using SDL and C++ with the aim of compiling and deploying to both Windows and a Bespoke Platform.
- Made use of Linux, Docker and CMake alongside solid object oriented project design and SDL to implement and deploy the artefact to the Evercade EXP successfully.
- **Tools Used:** C++, SDL, Linux, Docker, Visual Studio, Git, CMake

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.