# Olivia Calvert

(Address Redacted)
omcalvert@outlook.com | (Mobile No. Redacted)
linkedin.com/in/olivia-calvert/
olivia-calvert.github.io

## About Me

I'm Liv, and I'm a Tools Engineer specialised in building, maintaining, and improving bespoke toolsets. I am driven by my passion for games and my belief that games are the greatest form of entertainment, education, and connection in the modern world. I love the raw, problem-solving nature of tooling development, as well as the variety of work it provides, and the ability to collaborate closely with all artists, designers, and content creators.

## Programming Skills

| | |
|---|---|
| Languages: | C / C++/ C#, WPF, Batch/PowerShell, Java, JavaScript, HTML, CSS, SQL, OpenGL / DirectX v11, SDL. |
| Software Packages: | Microsoft Visual Studio, Git, Perforce, TeamCity, Confluence, Azure DevOps, Plant UML, Eclipse, Brackets, Unreal Engine 4. |

## Experience

**Jul 2019 – Present**          **Tools Engineer – Playground Games, Leamington Spa**

At Playground Games, I work as a Tools Engineer on the Forza Team. My role involves the user-driven development of improvements and new features for Playground Games' proprietary AAA toolset, working on an enormous variety of tools and workflows. These include systems for Bezier curves, game asset setup/management, and the authoring and build pipeline tooling for the procedural world generation system. Alongside this, I work with our UX designer to provide huge UI/UX overhauls for the toolset, and run masterclasses and 1:1 sessions with the team, training them how to create better tooling from the outset.

To accomplish all of this, I work closely with our world-class artists, designers, and content creators to create, refine, improve, and redesign their immense variety of workflows. I enjoy listening to them carefully, watching them work, and collaboratively reaching the best solution. Furthermore, I have long-time involvement in interviews for potential new employees, and I have attended multiple recruitment and outreach events on behalf of Playground Games to encourage more job applicants. Beyond my role, I am part of several after work clubs, as well as company resource groups for women, and for members of the LGBTQ+ community, pushing for greater inclusivity in the industry.

## Education

**Sep 2017 – May 2022**          **BSc (Hons) Computer Games Programming (Sandwich) – Staffordshire University:** First Class

**Sep 2015 – Jun 2017**          Computer Science: B, Maths: B, Further Maths: B, (AS) Physics: C

## Interests

As a game programmer, I naturally spend much of my spare time playing games, and I am looking forward to the latest instalment Life is Strange - Double Exposure.  In the meantime, I have been feeding my long-term obsession with Baldur's Gate 3 and exploring all the different story paths within it.  My favourite game of all time is Civilization V.  I think the reason for this (other than how infinitely replayable it is) is the same reason that strategy games are my favourite genre of game to play; they provide a social platform that can either be full of tension at the forefront of conversation, or in the background while other conversations happen, entirely depending on wishes of the group.

Aside from games, I have been playing the piano for over 10 years and the guitar for 1 year. Music serves as the perfect way for me to relax and unwind on the evening.  To keep fit, I also play football and go bouldering weekly with both friends and colleagues.

## References

Available upon request.