

# Rachel Sollars

RachelSollarsGames@Gmail.com

## Personal Profile

I am an enthusiastic team-worker with a passion for learning and developing new skills. Confident in C# and C++, and with some experience in Python and Java. Seeking an internship in games programming to broaden my knowledge and experience within an industry context.

## Skills summary

### Programming

- Experienced in C# and C++, with some knowledge of Java, Python, HTML, and CSS.
- Implemented these skills in personal projects, as well as throughout my time at university.
- Comfortable writing clean and readable code with comments during projects with other programmers.

### In-engine experience

- Development experience in Unity and Unreal.
- Seen multiple games through development as part of multidisciplinary teams.

### Problem-solving

- Skilled at implementing novel and creative solutions to problems in a timely manner; developed through work on gamejam games both solo and as part of a team.
- Developed a small library of maths functions to help with situations I often encounter.

### Team-work

- Experience working in teams and collaborating with others both in and outside of my own specialism.
- Able to read and build upon existing code.

## Education

- Computing for games at Falmouth University: 2021 - present.
- UAL Level 3 Extended Diploma in Creative Media Production and Technology at Colchester Institute: Passed with Distinction 2018 - 2020.

## Hobbies

I enjoy writing music, and play a variety of instruments. I also have been learning chess, and whenever I get the opportunity I practice woodwork and watercolour painting.

## Links

Portfolio: <https://rachel-sollars.github.io>

Itch.io: <https://rachelsollarsgames.itch.io>