

## ROSABELLE ARMSTEAD

she/her | Guildford, United Kingdom | [rosabelle.l.armstead@gmail.com](mailto:rosabelle.l.armstead@gmail.com) | [LinkedIn](#)

---

### WORK EXPERIENCE

#### **Media Molecule** (07/2018 - present)

UI/UX Programmer: 06/2021 - present

- Game Systems Team, Dreams™ PS4: 10/2021 - present
  - Collaboration with server and design teams on post-launch design changes and porting client code to a new server integration
  - Mentoring and pair-programming sessions with new hires to the Game Systems team, and guidance for new team members with less Dreamiverse knowledge
  - Systems owned: Creation Publishing System, Player Identity, UI SFX Interface
- Online Multiplayer R&D Team, Dreams™ PS4: 06/2021 - 10/2021
  - Systems owned: Various Player-to-Player Interaction Systems & UI, Player Customisation System & UI, Player Progression System & UI
  - Subject to NDA, no further details available
- Media Molecule Accessibility Champions Network Founder
  - Arrange quarterly studio-wide Accessibility Awareness and Training days
  - Liaise with the wider ABLE@PlayStation Network to share studio progress
  - Developed an onboarding process for new Accessibility Champions

Junior UI/UX Programmer: 06/2019 - 06/2021

- Dreamiverse Team, Dreams™ PS4: 06/2019 - 06/2021
  - Implemented player progression systems, trophy unlock interface and new player onboarding experience, alongside maintaining other Dreamiverse features
  - Worked closely in small strike teams per system implemented for rapid collaboration from prototyping to iteration to delivery
  - Systems owned: Imp Quests & UI, Trophies, Player Identity, Onboarding Flow

Intern UI/UX Programmer: 07/2018 - 06/2019

- Dreamiverse Team, Dreams™ PS4: 07/2018 - 06/2019
  - Implemented and maintained various UI and UX features in Dreamiverse Menus and Create UI, including some work in shader code
  - Systems owned: Tooltips & Button Prompts, Imp Quests & UI, Main Menu UI

### **Awards & Nominations**

Programming Hero | Nominee - Game Dev Heroes 2021

Technical Achievement | Winner (Dreams) - BAFTA 2021

100 Women in Gaming | Nominee - GamesIndustry.biz 2019

---

### KEY TECHNOLOGIES

**Languages:** C++, Python, C#, Perl, Java

**Software:** Visual Studio, VS Code, Github, Perforce, JIRA, Confluence

---

### EDUCATION

**University of Surrey** (2016 - 2020): BSc Computer Science including a Professional Training Year

**Certifications:** British Sign Language Stage 2 Global Graduate Award (FHEQ Level 7)