



Zoë Sharp

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<https://github.com/Zobotical>

<https://zobotical.github.io/>

Highlighted Skills

- Developed and maintained features in Unreal Engine (C++) and Unity (C#)
- Documented code modules using UML and Technical Design Documents
- Collaborated in managing and maintaining Git repositories, including branch management, pull request reviews, and merge conflict resolution
- Collected and analyzed bug report data from Quality Assurance playtesting
- Managed team agile development workflow using Trello and Jira
- Communicated complex programming and math concepts to new learners

Education

- 2022-2025 **Game Development Advanced Diploma** - Programming Stream
Algonquin College, Ottawa, ON
- Dean's Honour List GPA: 3.99
 - Hands-on learning in a team-oriented environment
 - Expanded design and critical thinking skills
 - Capstone game project: Pantry Raid (<https://caffiendgames.com>)
- 2008-2012 **Neuroscience Bachelor of Science** (Honours),
Queen's University, Kingston, ON
- Dean's Honour List GPA: 3.94
 - CIHR Banting and Best Canada Graduate Scholarship (2012)

Relevant Work Experience

- 2024-2025 **Program Assistant**, Game Development Program
Algonquin College, Ottawa, ON
- Instructed students in programming, math and design
 - Provided mentoring and support
- 2024 **Peer Tutor**, Student Learning Center
Algonquin College, Ottawa, ON
- Tutored students in game programming and math



- 2015 **Private Math and Science Tutor**, Leiden, Netherlands
- 2012 - 2014 **Teaching and Research Assistant**, Department of Neuroscience
University of Victoria, BC
- Taught two biology course lab sections (BIOL190A, BIOL365)
 - Led a group of undergraduate students for my research
- 2011 - 2012 **Research Associate**, Centre for Neuroscience Studies,
Queen's University, Kingston, ON
- Gave demonstrations for Brain Awareness Day

Additional Skills

Proficiencies:

- Developed projects in Unreal and Unity (C++/C#), maintained on GitHub
- Implemented OpenGL and DirectX 12 for advanced graphics programming
- Strong proficiency in mathematics and physics calculations
- Created and integrated 2D and 3D art assets using Adobe suite and 3Ds max, managing them through the entire production pipeline for use in game
- Gained experience with networking in Unreal Engine

Organization & Documentation:

- Organized team schedule and contributed to sprint milestone tracking through semi weekly scrum meetings, utilizing Trello and Jira
- Conceptualized and organized projects using documentation and UML
- Navigated many short-term deadlines using task prioritization
- Managed and trained a team of undergraduates for my research studies

Communication & Teamwork:

- Mentored and tutored younger students through PA and TA positions
- Taught biology course lab sections
- Facilitated and mediated conflict resolution within our capstone team
- Ensured team cohesion and productivity through ongoing support, problem-solving and team organization

Problem-Solving:

- Coordinated Quality Assurance testing paradigms and oversaw bug-reports
- Conducted weekly pull request reviews and testing, resolved merge conflicts
- Gained experience in executing unit tests for validating code functionality



Employment History

2018-2021	Data Manager	Sharp Family Law	Ottawa, ON
2016-2018	Childcare provider	McCormick-Dorst Family	Leiden, Netherlands
2009	Sales Floor Associate	Zellers Merivale	Ottawa, ON

References

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