



# Zoë Sharp

zoegsharp@gmail.com

[www.linkedin.com/in/zoe-gb-sharp](https://www.linkedin.com/in/zoe-gb-sharp)

(343) 202 - 2456

<https://github.com/Zobotical>

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## Highlighted Skills

- Communicated complex programming and math concepts to new learners
- Taught biology lab sections and ran a team of undergraduates for my research
- Gave science outreach demonstrations to children promoting women in STEM
- Developed and maintained features in Unreal Engine (C++) and Unity (C#)
- Team management and collaboration using Jira, Trello, Git, and UML

## 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/#games>

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



- 2014      **Volunteer**, Let's Talk Science, University of Victoria, BC
- Led scientific demonstrations for children
  - Helped facilitate a regional scientific competition for children
- 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:

- Managed and mentored a team of undergraduates for my research studies
- Ran biology course lab sections, including grading of labs
- 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 and delegation

### Communication & Teamwork:

- Mentored and tutored younger students through PA and TA positions
- Facilitated and mediated conflict resolution within our team
- Ensured team cohesion and productivity through ongoing support, problem-solving and task prioritization

### 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

### Mr. Dushan Horvat

Program Coordinator and Professor, Game Development & Game Art  
School of Media and Design, Algonquin College, Ottawa, ON  
(613) 727-4723 Ext. 5516  
horvatd@algonquincollege.com

### Ms. Jodi Tilley

Program Coordinator and Professor, Game Development  
School of Media and Design, Algonquin College, Ottawa, ON  
(613) 727-4723 Ext. 5120  
tilleyj@algonquincollege.com

### Mr. Doug Munoz

Director and Professor, Centre for Neuroscience Studies  
Department of Biomedical and Molecular Sciences, Queen's University,  
Kingston, ON  
(613) 533-2111  
doug\_munoz@biomed.queensu.ca

### Mrs. Erica McCormick-Dorst

Senior Legal Counsel  
Shell, The Hague, Netherlands  
+31 062-111-7930  
erica.mccormick@gmail.com