

Charlie Lowe

Games Development Student

Contact

charlielowe04@gmail.com

07805 711251

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

Norwich, UK

Skills

- Unreal Engine
 - C++
 - Unity
 - C#
 - Godot
 - Python

 - Time management
 - Team work
 - Problem Solving
 - Leadership
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Specialisms

- Gameplay mechanics
 - Game design
 - Bug fixing
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Education

Norwich University of the Arts

BSc Games Development

September 2023 - Present, NORWICH

About Me

I am an aspiring game programmer specialising in C++ within Unreal Engine 5. I enjoy making unique indie games that focus on new and interesting gameplay mechanics. I've been learning how to code for over 7 years and have participated in an array of game jams, both solo and as a team.

Projects

Global Game Jam

December 2024 - Programmer

- Developed gameplay features
- Fixed bugs and optimised code
- Collaborated with fellow developers and other teams
- Worked effectively within a deadline

Devtober

December 2024 - Team Leader/Programmer

- Managed team, assigning roles and deadlines
 - Brainstormed game ideas
 - Created systems for dialogue and deck building
 - Fixed bugs and optimised code
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Employment

Student Ambassador - Norwich University of the Arts

September 2023 - Present

- Leading campus tours for groups of prospective students
- Providing support at open days
- Promoted the university and my course
- Helped with running events for the games industry, such as the UKIE Women in Games event

I.T. Support Engineer - The Access Group

May 2021 - March 2023

- Managed IT systems and provided technical support at a leading law firm.
- Collaborated with colleagues from a range of teams
- Wrote scripts to automate processes
- Communicated with clients on the phone, over emails, and face to face on a daily basis.