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Amy Elliott
Gameplay Programmer

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in amy-m-elliott

⭘ AmyE123

⚙ Key Skills

〈/〉 Coding
- C++
- C#

⚙ Engines
- Unity
- Unreal Engine

📁 Source Control
- Perforce
- Swarm Code Reviews
- GIT

••• IDEs & Misc
- Visual Studio
- Visual Studio Code
- Photoshop
- Premiere Pro
- Maya
- 3DS Max
- Blender
- FMOD Studio

👩‍💻 Personal Statement

I'm a big fan of technical and creative experimentation, and I do this by participating in gamejams and small projects in my spare time. One day I hope to have developed a game for every single game genre, using as many different skills as possible. I love learning new things, from game engines and programming all the way to fun projects using an Arduino.

🏆 Achievements

- **Mentored a team of College Students** – For the Into Games Virtual Work Experience Week, I volunteered to help students design and prototype a game based on a specific brief. I presented classes, gave feedback, and helped out whenever needed. This has greatly helped with my confidence and speaking skills. I've also taken other mentoring opportunities.
- **Worked as a freelance commission artist** – Worked with 40+ clients to create illustrations, regularly project managing my work by using Trello to triage my tasks in order to meet strict deadlines. Clients receive updates and opportunities to revise work as many times as wanted, allowing iteration on feedback where necessary.
- **Worked as a team lead** – For a handful of University projects and gamejams, I stepped forward to leadership roles, which meant that I was responsible for planning the direction of the projects and giving guidance to team members who ran into problems.
- **Participated in many gamejams** – I've entered 15 gamejams over the past two years where I took on a variety of roles, from being the lead programmer, all the way to art and level design.
- **Published to the Play Store -** I've worked on a handful of solo projects where I learnt about many different parts of the development process. I ported one of these games to Android and published it to the Google Playstore.
- **Showcasing at an Exhibition** – I was chosen to present one of my games at the Worthing Better Business Exhibition to represent the college I attended.

💼 Professional Experience

Placement Programmer
Sumo Digital Leamington
Aug 2021 – Present
Worked on the programming for one of Sumo Digital's Games

Game Engineer Intern
Jagex
May – August 2021 · 4 mos

Worked on gameplay programming for Jagex's upcoming **triple-a MMORPG** and the engine code for **RuneScape.**
I regularly used project management tools like **Miro, Jira** and **Confluence** in collaboration with the rest of the teams to triage tasks in order to meet deadlines. I've learnt a lot about using **C++**, **Unreal Engine**, how to write **Client-Server code** and how to use **Perforce** and **Git Bash** through this internship.

Lead Programmer
University of Portsmouth in collaboration with The Royal Navy
Dec 2020 – Apr 2021 · 5 mos

Worked on a **Submarine Simulator** for **The Royal Navy's recruitment events** as part of one of my University projects. I worked on main mechanics and bugs and **helped** and **taught** my teammates whenever needed.

Sales Assistant
CeX LTD
Jun 2018 – May 2021 · 3 yrs

I worked as an on-the-floor sales assistant. Helped **sell** and **fix** technology.

Development and Passion

I aspire to expand my knowledge of programming through hard work and self-directed study. My ultimate goal is to have **breadth of knowledge** in every field of the games industry and **excel in programming**. I am **motivated** to bring **accessibility to video games** to support people with different disabilities as I believe there is currently a lack of accessible video games and accessories.

In 2019, I participated in my first **gamejam** and I published my first game on the Google Playstore; through doing these gamejams I have met some great friends and have learned a lot about developing games under a strict deadline.

Education

Portsmouth University – Computer Games Technology
BSc (Hons)

2020 – 2023/4

In the first year at this University, I took a broad range of modules which taught me more 3D modelling, art, literature, teamwork, and programming, I passed all of these modules, on track to get First-Class Honour grades, and learnt a lot along the way.

Greater Brighton Metropolitan College – Games Development
Extended Diploma

2018 – 2020

This college course was my introduction to the Games Development world, this is where I first found my love for programming.

Extended Diploma in Games Development
UAL Level 3 Extended Diploma in Creative Media Production and Technology

Distinction
2019-2020

Diploma in Games Development
UAL Level 3 Diploma in Creative Media Production and Technology

Distinction
2018-2019

References

Available on request.