

Elizabeth Mary Lowry

emlowry.github.io/portfolio

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I am a strong programmer and hard worker seeking a full-time position starting as soon as possible.

I like to work on computer or video games, on tool development, or ideally on tool development for working on computer or video games, but I'm happy to work on anything where I can write interesting and useful code.

Strongest Skills

- C++, C#
- WPF
- Microsoft Visual Studio

Other Skills

- HTML, CSS, Unity, Java, JavaScript
- Microsoft Word, PowerPoint, and Excel
- Adobe Photoshop, Illustrator, and InDesign

Work Experience

2022 - 2024

June 27, 2022 -
June 6, 2024

Senior Tools Programmer (full-time), City State Entertainment/Unchained Entertainment, Bothell, WA

Worked on the Tools team to maintain and improve the in-house editor application used to make *Final Stand: Ragnarök* and *Camelot Unchained* (C#, WPF, C++, Visual Studio)

2021 - 2022

May 3, 2021 -
May 3, 2022

Software Developer (contractor), Insight Global, Redmond, WA

Contracted to the Glove team at **Meta Reality Labs** to help develop software for VR and haptics user studies using in-house software and some Unreal Engine 4 (C++, Visual Studio, Unreal Engine 4)

2019 - 2021

May 21, 2019 -
February 18, 2021

Game Editor Developer (contractor), Insight Global, Redmond, WA

Contracted to the Editor team at **343 Industries** to help maintain and improve the in-house application used to build the Halo games (C++, C#, WPF, Visual Studio)

2017 - 2018

May 15, 2017 -
November 14, 2018

Software Developer (contractor), Populus Group, Redmond, WA

Contracted to the Tools & Automation team at **Turn 10 Studios** to help maintain and improve the in-house application used to build the Forza games (C++, C#, WPF, Visual Studio)

2016

March 14, 2016 -
September 30, 2016

Software Developer (contractor), Aditi Technologies, Bellevue, WA

Contracted to the **Minecraft** team at **Microsoft** to help revamp the UI for *Minecraft Pocket Edition*, especially the Settings screen (both in-game and pre-game) and the Create/Edit World screen (C++, Visual Studio)

2015

July 21, 2015 -
January 21, 2016

C#/Unity Developer, Kaio Interactive, Puyallup, WA

Worked on augmented reality games and applications for PC, Android, and Microsoft Surface using Unity and a number of third-party plugins, including OpenCV, Vuforia, and Intel RealSense; performed GPU/CPU optimizations for a PC app (*Magic and Magnums Torch Edition*) made using Unity (C#, Unity, Augmented Reality)

2011 - 2013

April 11, 2011 -
January 7, 2013

Software Developer (full-time), Amazon, Seattle, WA

Worked on backend systems accepting data from other backend systems and reformatting it for access by or transmission to more backend systems, mostly in JSON with a bit of XML and SQL (C++, Visual Studio)

2010 - 2011

July 17, 2010 -
January 7, 2011

Software Developer (full-time), Zynga, San Francisco, CA

Worked on the Cafe World team developing new features and helping release new content (ActionScript, PHP, SQL)

2009

June 1, 2009 -
August 14, 2009

Software Development Engineer in Testing Intern, Google, Mountain View, CA

Worked on the Storage Infrastructure Testing team developing a component of an internally-used testing tool (Java, C++, Eclipse)

2007

May 15, 2007 -
August 2, 2007

Software Development Engineer Intern, Microsoft, Redmond, WA

Worked mostly by myself developing a feature called the Workflow Property Grid for the SharePoint Designer team (C++, Visual Studio)

Education

2015

2013 - 2015

Advanced Diploma of Professional Game Development specializing in Game Programming

Academy of Interactive Entertainment, Seattle, WA

- Year 1 final group project: *ZombieRoids* (github.com/terrehbyte/ZombieRoids)
- Year 2 final group project: *FaeTal* (emlowry.github.io/portfolio#faetal)

2010

2009 - 2010
Hoping to finish
thesis someday

M.S. Computer Science (incomplete - I've done the coursework, but was told my thesis needed a bit more added to it)

GPA: 3.93, Virginia Polytechnic Institute and State University, Blacksburg, VA

- Entered graduate school while still an undergraduate as part of the simultaneous B.S./M.S. degree program
- Graduate-level classes included (though were not limited to) classes specifically covering Video Games and Interactive Media, Computer Graphics, and Virtual Environments

2009

2004 - 2009

B.S. Computer Science (In Honors, Summa Cum Laude) and Physics (Honors Scholar, Summa Cum Laude) with a Minor in Math

GPA: 3.93, Virginia Polytechnic Institute and State University, Blacksburg, VA