

# 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 or on tool development, but I'm happy to work on anything where I can write interesting and useful code.*

## Strongest Skills

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

## Other Skills

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

## Education

### 2015 **Advanced Diploma of Professional Game Development specializing in Game Programming**

2013 - 2015

Academy of Interactive Entertainment, Seattle, WA

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

### 2010 **M.S. Computer Science**

2009 - 2010

*Hoping to finish thesis someday*

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

2004 - 2009

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

## Work Experience

### 2019 - 2021 **Game Editor Developer (contractor), Insight Global, Redmond, WA**

May 21, 2019 -  
February 18, 2021

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

May 15, 2017 -  
November 14, 2018

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 **Full-time Software Developer, Amazon, Seattle, WA**

April 11, 2011 -  
January 7, 2013

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 **Full-time Software Developer, Zynga, San Francisco, CA**

July 17, 2010 -  
January 7, 2011

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**)