

# Elizabeth Mary Lowry

[emlowry.github.io/portfolio](https://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

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

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

## Work Experience

**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

### Full-time Software Developer, **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

### Full-time Software Developer, **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**)