Elizabeth Mary Lowry

emlowry.github.io/portfolio
LinkedIn.com/in/elizabeth.lowry   GitHub.com/emlowry
elizabeth.mary.lowry@gmail.com   757-349-6392

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)*
- *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

Work Experience

2021 - 2022
May 3, 2021 - May 3, 2022

Game Editor 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**)*