| Elizabeth Mary Lowry | [**emlowry.github.io/portfolio**](http://emlowry.github.io/portfolio)  [LinkedIn.com/in/elizabeth.lowry](http://linkedin.com/in/elizabeth.lowry) G[itHub.com/emlowry](http://github.com/emlowry)  [elizabeth.mary.lowry@gmail.com](mailto:elizabeth.mary.lowry@gmail.com) 757-349-6392 | [qr_code_without_logo.jpg](http://emlowry.github.io/portfolio) |
| --- | --- | --- |
| *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*](http://github.com/terrehbyte/ZombieRoids)*)* * *Year 2 final group project: FaeTal (*[*emlowry.github.io/portfolio#faetal*](http://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****)* |