

# HOLLIE PAGE

I'm a creative problem-solver with an arts background, bringing a fresh perspective to programming. I thrive when I work closely with designers to translate their vision into exciting mechanics. I'm adaptable, enjoy learning and pick up new software quickly. As an analytical thinker, I love to tackle technical challenges.

## EXPERIENCE

### Associate Programmer

**Electric Square/Lively Studio | May 2023 - present**

#### Fros - PvP - Co-development - Unity - VR

- Implementing a dynamic spellcasting system with mana costs, charge mechanics and a variety of effects e.g. damage and screen effects
- Refining combat gameplay in a complex and challenging existing codebase

#### Unannounced third person multiplayer shooter - UE5 - Console/ PC

- Creating a scalable system in C++ for base weapons
- Working with the 3Cs to create engaging gameplay
- Working closely with designers to prototype and iterate on features to answer key game design questions
- Bug fixing and handling network replication issues with projectiles and UI

#### Warped Kart Racers - Apple Arcade Exclusive - Live Ops - Unity - Mobile

- Developing two live ops releases, Crowned and Overcharged
- Implementing an exciting new mechanic, where drifting charges a speed boost
- Extending and adding additional UI for two new game modes
- Collaborating with other disciplines to implement VFX, UI and SFX

### Junior Programmer

**Rattlecan Games | February 2023 - May 2023**

- Prototyping and designing game features in Unity using C#
- Implementing UI with a good understanding of UX

### Game Programmer Intern

**Sumo Digital | September 2022 - October 2022**

- Training and mentoring in C++ and game development
- Creating multiple arcade games in Sumo's Playbuffer Framework
- Focusing on core programming and maths skills

### Volunteer Usability Tester

**Team 17 | March 2022 - June 2022**

- Playtesting and providing critical feedback through round tables for Dredge by Black Salt Games and The Knight Witch by Super Mega Team

## ACHIEVEMENTS

- 2024 IMPACT cohort
- Member on Electric Square & Lively Studio DEI board
- Organised Lively's Pride 2024 fundraiser
- Video Games Ambassador

## EDUCATION

### Game Programming

Next Gen Futures Bootcamp  
September 2021 - March 2022

### BA Fine Art | First Class Honours

UWE Bristol  
2015 - 2018

## TECHNICAL SKILLS

**Languages:** C#, C++, Verse

**Software:** Unity, UE5, UEFN, Rider, Visual Studio, Perforce, Github, Fork

## PANELS/TALKS

- Into Games - Concept to Code Panel
- Grads in Games - Early Careers Panel
- Next Gen Skills Academy & Princes' Trust

## HOBBIES & INTERESTS

**I'm currently playing:** BG3, Sable, Manor Lords, Sims, Fortnite

**Non-gaming Hobbies:** Badminton, knitting, cringe dating shows and anything competitive

## CONTACT & PORTFOLIO

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