Ellie Kelemen

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EDUCATION

University of Exeter   Exeter, UK
MSci Computer Science   *Sept. 2021 – May 2025 (expected)*

EXPERIENCE

VR & Software Developer | *Unity, OpenXR SDK, AWS, Runway, Javascript, Vue*   May 2024 – Present
Orbital Global Group   *Remote (Exeter, UK)*
- Migrated legacy codebases to new libraries to allow for compatibility with modern VR hardware
- Developed VR experiences in collaboration with NHS hospices to improve the quality of life of dementia patients
- Pioneered generative AI workflows using Runway 3 and eleven labs for college course recruiting software, allowing for an increase in project scope and quality without an increase in budget

Frontend & Infrastructure Developer | *React, Nix, TypeScript, Tailwind CSS*   April 2023 – May 2024
Hatless Studios   *Exeter, UK*
- Collaborated with backend developers and key stakeholders to deliver client projects via Agile methodologies
- Managed company infrastructure and CI/CD pipelines for 15 full-stack projects using Nix, Git and Graphana, reducing wait time to resolve infrastructure issues company-wide by 150%
- Mentored junior engineers in React and Typescript, resulting in a significant increase in development efficiency
- Created a project template system used on 10+ projects to decrease project bootstrap time from days to hours

Game Designer | *Unity, Kanban, Davinci Resolve*   July 2021 – August 2021
Summer Game Dev - Hemisféra   *Bratislava, SK*
- Led a team of 5 developers during a 4-week game jam, managing progress and goals to avoiding scope creep
- Produced 15+ pages of design documentation based on team and expert feedback and recommendations to make sure everyone was working towards a unified goal, and our 4-week time allocation was used as efficiently as possible
- Created promotional material including a trailer, making our stall the most visited during the final event showcase

PROJECTS

FPS Core | *C++, Git, Unreal Engine, Cloudflare, Wordpress, JavaScript, OpenAI API*   September 2022 – Present
- Independently developed and published FPS Core, a comprehensive gameplay framework plugin for Unreal Engine, on the official Unreal Engine Marketplace. The plugin streamlines the creation of FPS games, achieving over 85,000 downloads and maintaining a 4.3/5-star average rating
- Produced extensive, easy to follow documentation, making the plugin very popular amongst new Unreal users
- Scaled access to documentation to handle over 150k connections per month by implementing a Cloudflare CDN
- Created a custom OpenAI bot with a GPT4 context based on the written documentation, allowing common questions to be answered automatically, greatly reducing the average wait time for question answers
- Provided one-on-one technical support to users on Discord, sharing my knowledge and helping to adapt FPS Core to their individual needs, leading to FPS Core being widely used across the Unreal Engine Indie FPS community

Warbound | *C++, Perforce, Linux, JavaScript, Unreal Engine, Blender 3D*   April 2023 – Present
- Co-founded a Game Development team with 4 other developers building Warbound, a large-scale multiplayer game
- Developed infrastructure for the entire project, allowing the team to be up and running within a week of starting
- Led the technical architecture design, ensuring a scalable, multiplayer-ready codebase from day one
- Implemented 10,000+ lines of production C++ code, including several core systems such as movement, input and session management required for the vertical slice
- Ran bi-weekly twitch streams, reaching 100+ impressions per stream, showcasing development, and reinforcing customer trust in the project's progress, leading to a 35% increase in discord server activity

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript/TypeScript, HTML/CSS, PHP
Frameworks: React, Svelte, Vue, Node.js, Flask, JUnit, WordPress
Developer Tools: Git, Docker, AWS, Firebase, VS Code, Visual Studio, PyCharm, IntelliJ, NeoVim
Game Engines: Unreal, Unity, Bevy, Godot