

Ellie Kelemen

+447878956793 | elliekelemen@protonmail.com | <https://www.linkedin.com/in/ellie-kelemen/> | <https://elliekelemen.com>

EDUCATION

University of Exeter

MSci Computer Science

Exeter, UK

Sept. 2021 – May 2025

EXPERIENCE

VR & Software Developer | *Unity, AWS, Runway, Eleven Labs, Javascript, Vue* *Orbital Global Group*

May 2024 – Present

Remote (Exeter, UK)

- Developed VR experiences in collaboration with NHS hospices to improve the quality of life of dementia patients
- Spearheaded the use of generative AI tools like Runway 3 and Eleven Labs to generate content for recruiting experiences, enabling greater project scope and significant cost savings
- Produced 6 NHS training modules, handling both content creation and deployment across NHS trusts
- Designed and implemented a generative AI workflow to ensure character consistency across projects using custom-trained LoRAs and local generation models

Frontend & Infrastructure Developer | *React, Nix, TypeScript, Tailwind CSS* *Hatless Studios*

April 2023 – May 2024

Exeter, UK

- Collaborated with backend developers and key stakeholders to deliver client projects with Agile methodologies
- Managed company infrastructure and CI/CD pipelines for 15 full-stack projects using Nix, Git and Graphana
- 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* *Summer Game Dev - Hemisféra*

July 2021 – August 2021

Bratislava, SK

- Led a team of 5 developers during a 4-week game jam, managing progress and goals to avoid 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 materials, including a trailer, which helped to make our stall the most visited during the final event showcase

PROJECTS

Warbound | *C++, Perforce, Linux, JavaScript, Unreal Engine, Blender 3D*

April 2024 – 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

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 more than 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

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