


# ZOE ROWBOTHAM

Programmer, Game Developer

zar67.github.io/Portfolio/ 

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rowbotham\_zoe 

Poole, Dorset, UK 

## SKILLS

Fundamental knowledge

### LANGUAGES

C++

C#

Go

Python

HTML

CSS

HLSL

Java

### GAME ENGINES

Unity

UE4

UE5

Godot

### TECH SOFTWARE & FRAMEWORKS

Visual Studio

VSCode

Git

Firebase

Nakama

Perforce

Grafana

Android Studio

XCode

Eclipse

### PRODUCTION SOFTWARE

Confluence

Azure DevOps

Slack

Microsoft Teams

Jira

## EDUCATION

### UWE, Bristol

2018-2022

BSc Games Technology (1st Class Hons)

## AWARDS

- Queen's Scout Award
- Gold DofE
- Assistant Scout Leader
- Women In Games Rising Star Nominee 2022
- TIGA Graduate of the Year Nominee 2022

## WORK EXPERIENCE

### PROGRAMMER

#### Sumo Digital, Leamington Spa

Remote

Jan 2024 - Present

- Helped support the Midoki team on Knighthood, working to reduce crashes and ANRs.
- Primarily worked on UI and meta features for Stampede Racing Royale, taking ownership of various UI and meta features. Started learning aspects of Nakama backend to support UI and meta features.

### JUNIOR PROGRAMMER

#### Sumo Digital, Leamington Spa

Remote

Sept 2022 - Jan 2024 (1 year, 5 months)

- Primarily worked on UI and meta features for Stampede Racing Royale, implementing new features, design iterations and fixing bugs.

### STUDENT AMBASSADOR

#### UWE, Bristol

Sept 2021 - Aug 2022 (11 months)

- Assisted in a variety of events including Open Days, Offer Holder Days and School Enrichment Days.

### PLACEMENT PROGRAMMER

#### Sumo Digital, Leamington Spa

Remote

Jul 2020 - Aug 2021 (14 months)

- Worked on various game projects on both gameplay and UI features and fixing bugs.

## ABOUT

I am an enthusiastic and dedicated programmer, with a particular interest in UI and educational games. However, I consider myself a generalist. In my spare time I am a Scout Leader and enjoy camping, hiking, reading, socializing and playing games.