ZOE ROWBOTHAM

Programmer, Game Developer

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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

AWARDS

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

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.

WORK EXPERIENCE

UI ENGINEER (MAY 2025 - PRESENT)
Maverick Games, Warwick   *Hybrid*

PROGRAMMER (JAN 2024 - MAY 2025)
Sumo Digital, Leamington Spa   *Remote*
- 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 (SEPT 2022 - JAN 2024)
Sumo Digital, Leamington Spa   *Remote*
- Primarily worked on UI and meta features for Stampede Racing Royale, implementing new features, design iterations and fixing bugs.

STUDENT AMBASSADOR (SEPT 2021 - AUG 2022)
UWE, Bristol
- Assisted in a variety of events including Open Days, Offer Holder Days and School Enrichment Days.

PLACEMENT PROGRAMMER (JUL 2020 - AUG 2021)
Sumo Digital, Leamington Spa   *Remote*
- Worked on various game projects on both gameplay and UI features and fixing bugs.

EDUCATION

UWE, Bristol   2018-2022
BSc Games Technology (1st Class Hons)

Lytchett Minster School, Poole   2012-2018
A Level: Maths (A), Computing (A), Product Design (B)
GCSE's: 11 (5 A* and 6 A)