

ZOE ROWBOTHAM

Current Games Technology student with leadership and teamwork skills gained from 7 years volunteering in Scouts

Email: zoerowbotham1@gmail.com

DOB: 04/02/2000

Mobile: 07963383705

Portfolio: <https://zar67.github.io/Portfolio>

SKILLS

C++

C

C#

Python

HTML5

CSS

Unity

UE4

CLion

GitKraken

GitHub

Maya

Word

Excel

Photoshop

EDUCATION

BSc Games Technology 2022
University of the West of England

A-Levels 2018
Lytchett Minster School

Maths: A

Computing: A

Product Design: B

GCSEs 2016
Lytchett Minster School

5 A*s, including Maths and Computing

6 As, including English Literature, English Language and Triple Science

AWARDS

Gold DofE

Qualified Sectional Assistant in the Scouting movement

Dean of Faculty of Environment and Technology Exemplary Academic Achievement List 2018/19

WORK HISTORY

Stand-Store — Digital Marketer / Factory Worker

Poole, England | 03/2017 — Current

- Manage social media communications designed to promote company brand, image and products.
- Carefully packaged finished products and prepared for shipment.

Harbour's Edge Café — Café Worker

Poole, England | 07/2016 — 08/2016

- Served needs of many customers in a busy café environment by providing quick and efficient service.
- Reconciled cash drawer at end of most shifts, accounting for errors and resolving discrepancies to maintain accuracy.
- Maintained clean and organised appearance for all café areas to attract and retain customers, including toilets, kitchen, tables and stock storage container.

HOBBIES

I enjoy volunteering for my local Scout Troop (1st Lytchett Minster) and have been in the Scouting movement for over 7 years now. I work with the leader team to produce a fun and exciting program for the Scouts, providing them with skills for life.

Programming and gaming are also important hobbies that I am passionate about. I find them both challenging and interesting. I mainly enjoy playing relaxing sandbox or colony management games like Minecraft, Oxygen Not Included and Stardew Valley.