


# ZOE ROWBOTHAM

Game Developer, Programmer

[zar67.github.io/Portfolio/](https://zar67.github.io/Portfolio/) 

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[rowbotham\\_zoe](#) 

Poole, Dorset, UK 

## SKILLS

### LANGUAGES

C++ C# Go Python HTML  
CSS HLSL

### GAME ENGINES

Unity UE4 UE5 Godot

### SOFTWARE

Visual Studio VSCode Git  
Confluence Azure DevOps Office  
Jira Perforce

## EDUCATION

### UWE, Bristol

2018-2022

BSc Games Technology (1<sup>st</sup> Class Hons)

### Lytchett Minster School Sixth Form

2016-2018

Maths: A, Computing: A, Product Design: B

## AWARDS

- Queen's Scout Award
- Gold DofE
- Assistant Scout Leader
- Women In Games Rising Star Nominee 2022
- TIGA Graduate of the Year Nominee 2022
- Dean's Exemplary Academic Achievement List 2018/19

## WORK EXPERIENCE

### PROGRAMMER

#### Sumo Digital, Leamington Spa

Remote

Jan 2024 - Present

- Primarily worked on UI and meta features for Stampede Racing Royale, taking ownership of various UI and meta features.
- Started learning aspects of the Nakama backend to support the 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, new design interactions and 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 games programmer, with a particular interest in UI, educational and serious 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.