ZOE ROWBOTHAM

Programmer, Game Developer

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Poole, Dorset, UK 📍

SKILLS

Beginner

LANGUAGES

C++ · C# · Go · Python · HTML · CSS · HLSL

GAME ENGINES

Unity · UE4 · UE5 · Godot

TECH SOFTWARE & FRAMEWORKS

Visual Studio · VSCode · Git · Firebase · Nakama · Perforce · Grafana

PRODUCTION SOFTWARE

Confluence · Azure DevOps · Slack · Teams · Office · 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
- 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 Nakama 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, new 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, 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.