

# Amy Elliott

I'm a big fan of technical and creative experimentation, and I do this by participating in gamejams and small projects in my spare time. One day I hope to have developed a game for every single game genre, using as many different skills as possible. I love learning new things, from game engines and programming all the way to fun projects using an Arduino.

## Skills

Technical: C#, C++, Unity, Unreal Engine, Web (HTML/CSS)  
Platforms: Windows, WebGL, Android  
Additional Skills: Documentation, Project Management, Blogging, 2D Art  
Achievements: [Speaker/Volunteer at School & Higher Education Events](#), [19+ Gamejams](#), [Conference Panel Host](#), [Game Dev London Podcast Host](#), [Freelance Artist](#)

## Experience

Aug 2021 – Present	Sumo Leamington	<b>Junior Programmer</b> Aug 2022 – Present	<b>Placement Programmer</b> Aug 2021 – Aug 2022 Working as a Gameplay programmer, main AI programmer and Analytics programmer on an unannounced game in Unity using C#.
July 2022 – Present	Altered Gene	<b>Freelance Programmer</b>	I'm currently working on programming and managing multiple internal game projects. Our mission is to craft omni-channel games and experiences using the core pillars of story, quality, and accessibility.
May 2021 – Aug 2021	Jagex	<b>Game Engineer Intern</b>	Worked on programming core gameplay mechanics in Unreal C++ for Jagex's upcoming triple-a MMORPG and the engine code for RuneScape's in-house engine. I've learnt a lot about using C++, Unreal Engine and how to write Client-Server code.
Sept 2021 – Present	Game Development & General Tech Tutor	<b>Freelance Tutor</b>	I've been mentoring a student to teach them about all things Games Development, these include how to make game design documents, learning how to code in C#, GDScript and Lua, making assets for their own games, participating in Gamejams and finishing up games which they've made themselves.
Dec 2020 – Apr 2021	University of Portsmouth in collaboration with The Royal Navy	<b>Lead Programmer</b>	Worked on a Submarine Simulator for The Royal Navy's recruitment events. I worked on main mechanics and bugs and helped and taught my teammates whenever needed.
Feb 2022 – Present	Game Dev London	<b>Host &amp; Producer</b>	Managing, creating, and hosting the content, production, and delivery of podcasts. The Game Dev London Podcast aims to support the UK games industry with knowledge and stories.

## Education

2020 – 2024	University of Portsmouth	<b>Computer Games Technology</b> BSc (Hons) Year 1	<b>First Class Honours</b> 2020 – 2021
2018 – 2020	Greater Brighton Metropolitan College	<b>Games Development</b> Diploma & Extended Diploma in Games Development UAL Level 3 Extended Diploma in Creative Media Production and Technology	<b>Distinction</b> 2018 – 2019 & 2019 – 2020