

Amy Elliott

United Kingdom | [MOBILE] | gamedev.amy-portfolio.com | linkedin.com/amy-m-elliott

WORK EXPERIENCE

Sumo Leamington

Junior Programmer

Aug 2022 - Present

- Collaborated with Core team members to develop and implement innovative gameplay features for Stampede Racing Royale.
- Worked closely with team members to identify areas of improvement in project health, resulting in a more stable code base.
- Collaborated with DevOps team to streamline build processes, resulting in increased project efficiency.
- Worked on bug fixing and maintenance tasks on a part-time basis while finishing University.

Placement Programmer

Aug 2021 - Aug 2022

- Integrated core gameplay analytics, ensuring accurate collection and analysis of game data for Stampede Racing Royale.
- Temporarily feature-lead, improved and bug-fixed AI racing bots to enhance player experience in Stampede Racing Royale.
- Collaborated with multiple teams to troubleshoot and resolve issues related to core mechanics for Stampede Racing Royale.

Altered Gene

Freelance Programmer

Jul 2022 - Present

- 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.

Jagex

Game Engineer Intern

May 2021 - Aug 2021

- 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.
- Learned a lot about using C++, Unreal Engine and how to write Client-Server code.

Game Development & General Tech Tutor

Freelance Tutor

Sept 2021 - Sept 2023

- Mentoring a student to teach them about all things Games Development, including making 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.

University of Portsmouth in collaboration with The Royal Navy

Lead Programmer

Dec 2020 - Apr 2021

- Worked on a Submarine Simulator for The Royal Navy's recruitment events.
- Worked on main mechanics and bugs and helped and taught my teammates whenever needed.

Game Dev London

Host & Producer

Feb 2022 - Jan 2023

- 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.

Freelance Artist

Freelance Artist

Aug 2020 - Present

- I worked as an artist on illustrations from many different briefs which were given to me by my clients.

SKILLS

Technical: C#, C++, Unity, Unreal Engine, Web (HTML/CSS)

Platforms: Windows, WebGL, Android, PS5, NDS

Additional Skills: Documentation, Project Management, Blogging, 2D Art

OTHER EXPERIENCE

- Speaker/Volunteer at School & Higher Education Events
- 20+ Gamejams
- Conference Panel Host
- Game Dev London Podcast Host
- Advocate for Women in Games!

EDUCATION

University of Portsmouth

Computer Games Technology BSc (Hons)

First Class Honours

Greater Brighton Metropolitan College

*Games Development Diploma & Extended Diploma in
Games Development*

Distinction