Gabriella Emerson

gabyjemerson18@gmail.com

gamedev-gabriella.co.uk | linkedin.com/in/gabriella-jane-emerson | github.com/GabbaTheHutt18 | gaby18.itch.io

A Computer Games Technology Student at the University of Portsmouth. I specialise in gameplay mechanics and have a particular interest in data-handling.

Relevant Work Experience

Magical Maths (2023– Present),

- Working with primary school aged children (DBS Checked & Basic First Aid) to deliver a 5 week maths programme.
- Organisational and Interpersonal Skills
- **Mathematics** and **problem solving**.

Anxiety Antics – Summer 2024 (2 & 1/2 Months):

- **Solo** project created with **GDScript** in **Godot** for *"Safe In Our World Mental Health Game Dev Champions"* (2024)
- Programmer: Gameplay mechanics, Technical Art and Design using **Photoshop/Krita** and the **Google** and **Microsoft Suites**.

EA Software Engineering virtual experience program on Forage – June 2024:

- Wrote a **Feature Proposal** describing a new feature for the Sims 4 to other stakeholders.
- Built a **class diagram** and a **C++** header file for each object.
- Patched a bugfix and optimized Sims 4 codebase by implementing an improved data structure.

Potion Profiteer – Spring 2024 (3 Months):

- University Project (Team Size: 8), **Unity** in **C#** Source control: **GitHub**
- An Idle game where you explore, grow and brew potions.
- Programmer, Artist and Producer
- Data-Handling, Inventory System, Gameplay Mechanics within the shop.

Shed Card Game – Spring 2024 (3 Months):

- Solo University Project , **Unreal Engine 5** in **Blueprints**
- A recreation of the card game shed in UE5 with a computer opponent.

Global Game Jam – January 2024 (1 Week):

- Group Project (Team Size: 4), **Unity** in **C#**
- 'Stand-Up Simulator'
- Programmer: Data-handling, CSV files, Gameplay Mechanics.

Computer Science NEA – Spring 2023 (4 Months):

- **Solo** A-level Project, **Visual Studio** in **C#, XAML and SQLite**
- An educational application that allows the user create question banks and play games – similar to Quizlet.

EDUCATION

BSc Computer Games Technology, University Of Portsmouth (2023–2027)

First Year Modules: Coding and Scripting for Games, Code Studio, and Game Development.

Second Year Modules: Gameplay Programming, Maths for Games, Programming Application Programming Interfaces, and Program Consoles,

The Folkestone School for Girls

A Levels:

Computer Science (B) , English Literature (B), History (B) , and Extended Project Edexcel (A)

Other Work Experience

Girl Guiding Leader (2019– Present), & Code Club Leader (2023):

- Working with primary school aged children (DBS Checked & Basic First Aid)
- Organisational and Interpersonal Skills

Front of House, Badger's Hill Farm, Chilham, Kent. (2022–2023) & Retail, New Look , Folkestone, Kent (2021–2022):

- Customer Service skills
- Prioritising tasks

Member of Teen Tech's Young Person Advisory Board (Jan 2021– Dec 2022)

- Working to improve the TeenTech Program