CHARLOTTE SEYMOUR

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ABOUT ME

I want to tell good stories and the best way for me to do that is through video games. I love understanding why things work and I love improving my skills. I realized I wanted to make video games in middle school and have been aiming for that goal ever since.

The last one and a half years of my education have been spent making games with a team, which have taught me many of my valuable soft skills, broadly teamwork. I've touched a large variety of software related to game-making while in the EAE program, and in doing so have learned how to pick up skills quickly, how to solve problems independently, and when to ask for help. Though most of my work with games has been through Unreal's blueprints, my Computer Science minor taught me JavaScript, C#, how to unit test & pair program.

HOBBIES

Game making & playing
Writing
Painting
Sewing plushies
Needlepoint

SKILLS

Competent with Unreal 5 & Perforce
Competent in C# & JavaScript
Competent with Maya & Rigging
Familiar with C++, Zbrush, & Houdini

Work with teams   Quick learner   Clear communicator
Flexible & creative problem solver   Adaptable

EXPERIENCE

Natural Disaster   EAE – Capstone   2022-23
- Worked on a 29-person team on an Unreal 5 game as an Engineer utilizing blueprints
- Implemented the key effect of a viewmaster's slide transition
- Took on many miscellaneous tasks, including tools for designers, VFX, bug busting, tech support, & performance

Kepler   EAE - Traditional Game Development   Spring 2022
- Built a game in Unreal 4 with a team of 6
- Handled all programing, most level design, & some producing

WildWorks   Intern   June–August 2021
- Compared competitor games and presented possible modifications with the goal of improving social interactions between players and the GUI of Animal Jam
- Compiled reports of research and communicated recommendations to the CEO

Tank Wars   CS 3500 Software Practice   Spring 2021
- Pair programmed a client and server for a tank wars game with unit tests

EDUCATION

University of Utah   August 2018 – May 2023
Bachelor of Science in Games
Computer Science Minor