Elinor Whitworth

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An analytical and tech-savvy university graduate with over 5 years of experience in game design and programming, as well as a strong background in other computer sciences. Has completed a comprehensive two-year game design course in college, as well as university degree within the same field. Actively seeking opportunities within the tech industry that involve programming, character/level design, or other related areas. Proficient in multiple different types of programming languages, such as general purpose, front/back end and SQL. Has displayed a strong sense of communication and project management, as well as an excellent track record of academic success, and university achievements. Skilled at working both independently and collaboratively within a team setting. Additionally, participated in GirlGuiding from Brownies to Rangers, further enhancing communication skills and acquiring many valuable abilities for future endeavours.

Key Skills

- Strong English communication skills, both verbal and written.
- Great numeracy and analytical skills.
- Good project management.
- Self-motivated and able to work well under pressure.
- Extremely organised with an ability to manage multiple tasks efficiently.
- Good at problem solving.
- Proficient in writing clean and efficient code in the following programming languages:
    - General-purpose programming languages such as C# and C++.
    - Front end programming languages such as HTML 5 and CSS 3.
    - SQL for database tasks and data collection.
- Excellent experience with game engines such as Unity and Unreal Engine.
- Good experience in 3D Modelling software such as Blender and Maya.
- Sufficient knowledge in audio authoring tools, such as Wwise.
- Able to create clear, readable UI and menus for programs.
- Able to perform successful tests and maintenance.
- Familiar with project management tools such as Trello, Jira and Gantt charts.
- Clear understanding of Google Suite and Microsoft Office software packages.
- Skilled in recording software such as OBS.
- Efficient in editing software such as Sony Vegas Pro and DaVinci Resolve.
- Experienced with various social media platforms such as Twitter (X), YouTube and Instagram.

Experience

JUNE 2022 – JULY 2022
Educational Interactive Game Developer for Kids at A Cuerpo (Internship) | Remote

- Worked between the hours of 9AM until 4PM on varying weekdays.
- Partnered with a small theatre company to make an educational game to teach children Spanish.
- Created various minigames that would teach children subjects such as colour, household objects and phrases in Spanish.
- Wrote clear, strong code on the Unity game engine.
- Met with manager regularly to discuss new ideas and various milestones.
- Was willing to work overtime in order to get the game done.

FEBRUARY 2020 – MARCH 2020
Software Developer at Options Systems Limited (Volunteer) | Meridian Business Park, Leicester

- Worked between the hours of 9AM until 5:30PM every Tuesday.
- Collaborated with other developers to identify and alleviate several bugs in software.

- Wrote clean, clear and well-tested code for various projects.
- Met with manager on a weekly basis to provide a detailed project report and milestone updates.
- Created strong, well-made CSS and JavaScript.

Education

OCTOBER 2021 – JUNE 2025
Games Production BSc (Hons) | De Montfort University, Leicester | Overall: 1st Class Honours

SEPTEMBER 2019 – JUNE 2021
Level 3 BTEC Extended Diploma in Game Design and Programming | St. Margaret's Campus, Leicester College, Leicester | Overall: D*DD

SEPTEMBER 2014 – JUNE 2019
General Certificate of Secondary Education (GCSE) | Brockington College, Enderby | Overall: 10 GCSEs at grades 4-8, including maths and English.

Certifications

NOVEMBER 2025 – PRESENT
NCFE Level 3 Certificate in Cyber Security Practices

Activities

- Programming
- Digital Art.
- Video Gaming.
- Literature.
- Baking.
- Fostering and Taking Care of Dogs.
- 3D Modelling.
- Going to the gym at least 2-3 days a week.
- Taking care of plants on the family allotment; this includes watering/feeding and harvesting fruit and vegetables.

References available on request.