

KATHLEEN BRUCE

Programmer



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GITHUB:

[HTTPS://GITHUB.COM/KATH-BRUCE/](https://github.com/KATH-BRUCE/)

PORTFOLIO:

[HTTPS://WWW.KATHLEEN-BRUCE.COM](https://www.kathleen-bruce.com)

ABOUT MYSELF

I am primarily interested in UI and gameplay programming though I can change focus if needed.

I enjoy problem solving, whether I am fixing bugs or implementing features, and like to thoroughly test any changes I make.

I am also quick to learn pre-existing codebases and I am happy to work independently or as part of a team.

EMPLOYMENT

Oct 2018 – Jun 2021

Software Developer at Visual Management Systems Ltd.

Developed cross platform software for a secure 'black box' device and an integration for Texecom alarm panels with alarm management software.

Worked on the front end for a web app that streams CCTV footage.

Jul 2021 – Present

Software Engineer at Codemasters (Electronic Arts)

Initially worked as a tools programmer then as a UI programmer.

Fixed bugs in in-house tool suite and UI/UX bugs in Unreal.

Extended achievement localization tool for different platform formats.

Automated workflows with Powershell scripts.

Implemented changes to asset processing and asset loading for optimisation.

Implemented changes to improve players' visual experience.

Skills

LANGUAGES

- **C#, C++, POWERSHELL**
- SOME EXPERIENCE WITH **JAVA, GLSL, PYTHON**

ENGINES

- **UNREAL, UNITY**
- SOME EXPERIENCE WITH **GODOT**

OTHER

- SOURCE VERSION CONTROL WITH **GIT, PERFORCE**
- **CONTINUOUS INTEGRATION** WITH YAML, TEAMCITY
- CONTRIBUTED TO **OPEN-SOURCE PROJECT** [ON GITHUB](#)
- COMPLETED MICROSOFT EXAM 483 – **PROGRAMMING IN C# (MAY 2020)**

Education

BSC (HONS) COMPUTER GAMES TECHNOLOGY
UNIVERSITY OF THE WEST OF SCOTLAND (PAISLEY)

Classification: First Class

GRADUATED WITH THE COURT MEDAL IN 2018

References available upon request