

KATHLEEN BRUCE

Programmer



KATH-BRUCE@HOTMAIL.COM



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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 enjoy problem solving, whether I am fixing bugs or implementing features.

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

REFERENCE

EA

Lauren Smith

(lauren.smith@ea.com)

EMPLOYMENT

Jul 2021 – Nov 2025

Software Engineer at Codemasters (Electronic Arts)

TOOLS PROGRAMMER (*Grid Legends and WRC23*)

Debugged and fixed in-house tool suite issues.

Extended achievement localization tool for different platforms.

Automated workflows with Powershell scripts.

UI PROGRAMMER (*WRC23 and FC*)

Debugged and fixed UI/UX issues.

Implemented and tested back-end systems for UI artists.

Investigated feasibility of creating dynamic UI components.

Oct 2018 – Jun 2021

Software Developer at Visual Management Systems Ltd.

Developed cross platform software for secure 'black box' device.

Integrated Texecom alarm panels into alarm management software.

Developed front end for web app streaming CCTV footage.

Skills

LANGUAGES

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

ENGINES

- UNREAL, UNITY, FROSTBITE

CERTIFICATION

- C++ CERTIFIED PROFESSIONAL CPP-22-02 (JUNE 2026)
- PROGRAMMING IN C# MICROSOFT EXAM 483 (MAY 2020)

OTHER

- SOURCE VERSION CONTROL WITH GIT, PERFORCE
- CONTINUOUS INTEGRATION WITH YAML, TEAMCITY
- CONTRIBUTED TO OPEN-SOURCE PROJECT [ON GITHUB](#)

Education

BSC (HONS) COMPUTER GAMES TECHNOLOGY

UNIVERSITY OF THE WEST OF SCOTLAND (PAISLEY)

Classification: First Class

GRADUATED WITH THE COURT MEDAL IN 2018