KATHLEEN BRUCE

Programmer

✉ KATH-BRUCE@HOTMAIL.COM

in
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GITHUB:
HTTPS://GITHUB.COM/KATH-BRUCE/

PORTFOLIO:
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.

REFERENCES

Professional Reference:
Stuart Middleton
(stuart.middleton@ea.com)

Personal Reference:
Sam Cooley
(sam.cooley@ea.com)

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 – Nov 2025
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 systems for UI artists to create UI elements.

Skills

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

ENGINES
- **UNREAL, UNITY, FROSTBITE**
- 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