Eva Knight

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Summary

A technically minded programmer with a strong academic background and a variety of work experience - both team based and self-managed. I've been programming since the age of 10 with a passion initiated by, but not limited to, video games; I consider it not only a skillset but a way of thinking that has informed how I solve problems in general.

WORK EXPERIENCE

February 2020 - Present Software Engineer

Featurespace(<u>https://www.featurespace.com/</u>) Fraud and financial crime management system utilizing Deep behavioural networks

- Microservice infrastructure development
- Web-based UI development
- Chef/Kubernetes deployment automation
- Urgent and high-priority customer facing tickets

June 2017 - September 2017 Games Programming Internship

NaturalMotion (<u>http://www.naturalmotion.com/</u>)

Work on unannounced game.

- Gameplay programming (C#)
- Backend programming (PHP)
- Light UI work (Unity)
- System design

EDUCATION AND TRAINING

2014 - 2018 MEng Computer Science with AI

The University of York, York First year: 81.3% Second year: 83.8% Third Year: 80.2% Fourth year: 76.9% Overall awarded mark: 80% Classification: First Class Honours (With Distinction)

2010 - 2014 CCF: RAF - Cadet Sergeant

Exeter School CCF contingent - RAF division

 Gliding scholarship – 11 day course on an RAF base learning how to fly a powered glider

Entered into the Air Squadron Trophy Competition

 Extensive problem-solving, first aid and crisis management courses, as both a participant and as an instructor

I am familiar with:

June 2018 - December 2019 Technical Developer Jagex (<u>https://www.jagex.com/</u>) Work on game "Runescape":

- Implementing systems to support gameplay
- Gameplay programming
- Mobile interface implementation
- LiveOps and monetisation development
- Toolchain development/automation

Freelance/Contracting

Self employed via internet, primarily through email or IRC/slack.

- Web design / implementation
- Code debugging / extension

Work on game "Tech Compliant":

- General debugging
- Design, implementation and maintenance of an assembler in C++
- Efficient voxel asteroid generator based on metaballs algorithm, implemented in C++

2012 - 2014 A - levels

Exeter School , Exeter, Devon The following grades were obtained at an A2 level:

- Maths A*
- Further Maths A
- Physics A*
- Electronics A*

Miscellaneous

- Scrum Alliance scrum certification
- LFA Japanese language course
- Skydiving course

C#, Java, C++, Python, C, Haskell, Scheme, JavaScript, PHP, Lua, Git, Perforce, SVN Windows, Linux, Mac; I am entirely comfortable working in a command line environment

REFERENCES AVAILABLE ON REQUEST - Some of these are held in a previous name, which can be disclosed along with supporting documentation as required.