

Eva L Knight

PERSONAL INFORMATION Eva L Knight

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Date of birth 11/04/1996

PERSONAL PROFILE

I am a gamer, game developer and winner of the 2017 [Rising Star](#) code challenge.

I've been playing games for as long as I can remember, and started getting into game development seriously from around age 10, briefly using GameMaker before moving onto more engine-focussed C++ and OpenGL programming, which I feel has granted me a good intuition into how engines work under the hood.

I believe games have a great potential as a medium, and provide a much stronger connection to their audience than most other media. I think games can be works of art as well as entertainment, able to impart understanding or feelings on a very deep (even subconscious) level. Whilst most "art" games are from indie devs, even AAA games have this capability.

WORK EXPERIENCE

26th June 2017 - 22nd September 2017

Games Programmer Intern

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

Work on unannounced game.

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

Worked in Brighton office full time for the duration.

Team used scrum based workflow and Jira for bug tickets.

[Games programming \(C#\)](#)

Freelancer

Various places over the internet, primarily through email or IRC.

- Web design / implementation
- Code debugging / extension

[General tech freelancing](#)

2016 – 2018

Intern

Megabot Ltd (<http://www.megabot.co.uk/>)

Work on game "Backspace":

- Level design
- Level implementation
- Level Scripting (Lua)

Communication over Slack, with regular Skype meetings and occasional physical meetings.

Work is coordinated and submitted using Trello, hours tracked using Toggl.

[Level design / scripting \(Lua\)](#)

Contractor

Work on game "Tech Compliant":

- General debugging
 - Design, implementation and maintenance of an assembler in C++
 - Efficient voxel asteroid generator based on metaballs in C++
- Communication primarily over IRC, as well as GitHub for code management.

[C++ development contracting](#)

SKILLS

Languages: C#, C++ ~10 years (also C++11 & C++14), C, Python, Java, Haskell, Lua, Scheme
Gamedev technologies: Unity, GameMaker, SFML, SDL, OpenGL (+GLSL), Bullet Physics, selfmade frameworks
Source control / collab: Git (GitHub, BitBucket etc), SVN, Slack, Trello, Toggl
Other: Linux CLI, Server setup and management, Electronics, OS and hardware theory, Maths

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EDUCATION AND TRAINING

2014 - 2018 MEng CS/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

Exeter School CCF contingent – RAF division , Exeter, Devon

Notable training and achievements include:

- Gliding scholarship – 11 day course on an RAF base learning how to fly a powered glider
- Promoted to Cadet Sergeant – From Cadet through Cadet Lance Corporal and Cadet Corporal
- Entered in into the Air Squadron Trophy Competition
- Extensive problem-solving courses, as both a participant and as an instructor
- First aid and crisis management courses, as both a participant and as an instructor

HOBBIES AND INTERESTS

My primary interest is of course gaming - I started gaming around age 4 or 5 (Sonic 2 on the Sega Mega Drive is my first memory of gaming). Growing up my favourite genres were mostly FPS and RTS games.

I have an interest in games that play with dimensions, whether it's space or time. Games like Portal or Antichamber I find very interesting as it shows how games can diverge from reality in the very way geometry can work, and I'm looking forward to Miegakure whenever that is finally released (I am fond of Flatland, I once created an FPS puzzle game where the player enters a 2D world, though it's rather hard to parse visually). On the other side games that play with time also pique my interest, whether it's simple time-rewinding in Prince of Persia: Sands of Time, or the infinitely more complex Achron - An RTS where you can alter the past and it propagates to the present and future (which actually inspired me to try my hand at creating my own achronal game engine, and I implemented Conway's game of life with a little time-travel added). There's also SuperHot, possibly the most innovative shooter I've played in years. I participate in many game jams, mainly Ludum Dare but a few locally run ones too. I've so far always entered solo jams, but I do so around other people. I am a member of the university's game development society, which has meetups for gamejams as well as talks about game design.

As well as playing and making games, I previously had a YouTube channel where I recorded myself playing games - Though not massively popular, I find it fun and a valuable insight into how I play games (there are many things about playing games you tend to ignore whilst playing, but notice in recordings).

Beyond gaming, I'm also teaching myself to play piano and have a little experience with guitar and violin too. Whilst not particularly good, as you might notice by my "programmer music" (ala "programmer art") in the game "Too late", I hope to improve over the next few years as I find audio to be the weak point of my game development.

Languages wise I speak a small amount of French from secondary school, and I have done a few LFA courses on Japanese (2 courses in as many years). I watch a lot of anime, and a lot of my big gaming influences are from Japan (for example the MGS series).

I do not tend to play any sports, but do go running. I have done a solo skydive (static line), footage of which can be found at the aforementioned channel - I think this shows how much I can trust other people, as you really have to trust the people who trained you and who packed your parachute.

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*

2010 - 2012 GCSE's

Exeter School , Exeter, Devon

10 GCSE's B-A*, with A*'s in:

- Physics
- Biology
- Chemistry
- IT
- Mathematics

REFERENCES AVAILABLE ON REQUEST