



Mary Montgomery

Hi!

I'm an adaptable, creative coder with strong understanding of gameplay features and efficient coding standards.

I can demonstrate comprehensive bug fixing and problem solving expertise.

I have 4 years of C# experience working on numerous projects of different gameplay mechanics .

I am a productive individual and at times have been a solid team leader working as a group.



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Skills

- Software Development
- Object-Oriented Programming (OOP)
- Strong work ethic
- Team leadership
- Fast learner
- Time management
- Technical skills
- Teamwork skills
- Professional manner
- Highly motivated
- Emotional support and companionship
- Polite and friendly
- Flexible worker
- Highly responsible and reliable
- Communication skills
- 3D design
- C# Programming

Work Experience

Customer Service Assistant, Waitrose & Partners, Cambridge

Oct 2019 - Oct 2019

- Provided positive customer experiences and enhanced brand reputation through attentive, helpful service.
- Processed cash and card payments during busy shopping periods, limiting customer wait times.

Education History

Anglia Ruskin University | Bachelor of Science | 2021 - 2024

BSc (Hons) Computer Games Technology | 2:1

- Produced multiple games in Unity using C#.
- Studied Procedural Generation using Perlin noise maps.
- Developed Sophisticated Unity Dev Tools.
- Created an advanced AI system using Unreal blueprints.
- Effectively lead team members on various projects.

Long Road Sixth Form College | A-Levels | 2019 - 2021

- Criminology | A
- Graphics | Distinction
- Computing | Merit

Chesterton Community College | GCSEs | 2014 - 2019

- Maths
- Science
- English
- Ethics
- French
- Geography
- Art