

# Audrey Profit

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## SUMMARY

Hello, my name is Audrey I am a talented programmer with six years of experience. My background is mostly within the games industry working with Unity3D and C# were I worked on three published mobiles games and one published PC and console game. I have also experience outside the games industry that enabled me to learn new skills, tools and languages like Managed C++ and AWS. During those six years, I had the opportunity to work in both small and big teams as well as working as a sole programmer.

## EXPERIENCE

### Int./Night, London — Unity Developer

April 2018 - PRESENT

Interior Night is an indie studio working on their first PC and Console narrative game.

<http://www.interiornight.com/about>

#### Responsibilities and Achievements

- Implementation of all Menu and UI systems.
- Implementation of the Localisation system.
- Implementation of the Telemetry system using Playfab, Kusto and Azure.
- Implementation of the Sound System using FMOD.
- Implementation of bespoke Unity Tools for the art, cinematics and design teams
- Implementation of External Tools for the shooting process and the production team.
- Researching and testing Motion Capture tools and softwares

Technologies: Unity3D, C#, Windows Forms, Kusto, Playfab, FMOD

### Aveva, Cambridge — Software Developer for the Visualisation Team

August 2017 - May 2018

Aveva is the World's Leading Engineering, Design and Information Management Software Providers to the Process, Plant and Marine Industries. <http://www.aveva.com/en/>

#### Responsibilities and Achievements

- Involved in the development of new services of the Visualisation Framework
- Involved in the development of new service in AWS for Video Services.

## SKILLS

**Languages:** C#, C/C++, Kusto, CG, Java, JavaScript, Visual Basic .Net, Python

**Mobile OS:** Android, Windows phone, iOS

#### **Game Engines/Tools:**

Unity3D, Visual Studio, AWS, Playfab, P4V, Git, FMOD, PS3 Programming, 3D Studio Max, Houdini

Test-Driven Development,  
Data Structure Knowledge,  
Problem Solving,  
Multithreaded Programming

## EDUCATION

**Newcastle University, Newcastle** (September 2013 - June 2014)

*MSc in Computer Game Engineering* (Grade: Distinction)

**TEI of Crete, Crete, Greece** (September 2007 - January 2012)

**Bachelor Degree in Applied Informatics and Multimedia** (Grade: 7.53/10)

## LANGUAGES

**English:** very good conversational and written English

**French:** first language

**Greek:** native language

**Italian:** very good conversational and written

**Technologies:** C#, C++, Managed C++, AWS

## **Sketchbook Games, Cambridge— *Sole Programmer***

May 2016 – July 2017

Sketchbook Games is an indie who just published their first game: Lost Words, a platformer game set in the pages of a diary.

<http://lostwordsgame.com/>

### **Responsibilities and Achievements**

- Had total responsibility for programming and maintaining all game code from concept up to full production.
- Implementation of new gameplay features
- Active role in the design of the gameplay
- Close collaboration with other team members
- Research and presented solutions for problems

**Technologies:** Unity3D, C#

## **Healthy Games, Cambridge— *Sole Programmer***

1st August 2015 – May 2016

Healthy Games is a startup company dedicated to creating medically evaluated health games. <http://www.healthygames.co.uk/>

### **Responsibilities and Achievements**

- Had total responsibility for programming and maintaining all game code
- Implementation of new gameplay features
- Implementation of a new task system and a personal in-game journal
- Active role in the design of the gameplay
- Close collaboration with Game Artists
- Close collaboration with third party contractors for the implementation of the network connection and data transfer

**Technologies:** Unity3D, C#

## **Whispering Gibbon, Newcastle — *Junior Gameplay Programmer***

11th April 2014 – 31st July 2015

### **Responsibilities and Achievements**

- Responsible for the gameplay and the flow of all games
- Implementation of new game features, testing and debugging
- Implementation of a Tutorial System for all games
- Designed and implemented a new game title

**Technologies:** Unity3D, C#