LOWENNA WHITEHEAD

UI & GAMEPLAY PROGRAMMER

CONTACT

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📍 Cornwall, UK

EDUCATION

MSc Game Programming
Falmouth University

BA Game Development Programming - 1st class honours
Falmouth University

University Short Course, UI Design
Falmouth University

AWARDS

The Rookies Awards: Game of the year finalist 2024

Tranzfuser 2024

Falmouth Games EXPO 2025: Best Masters Game

SKILLS

Technical

C#
C++
Python
Unreal Engine Blueprints
Unity Engine
Unreal Engine

Industry

Agile Workflow
Version Control
Trello
Jira
Slack

INTERESTS

- Gig Rowing
- Life Drawing
- Cake Decorating
- Game Jams
- Board games

ABOUT ME

A UI and gameplay programmer with a Masters Degree in Game Programming, specialising in UI architecture, unique input systems, and tooling within Unreal Engine. I am experienced in building scalable, designer friendly UI workflows and translating designs into robust player-facing features. I'm strongly motivated by game accessibility, user experience, and alternative control methods, with a love for collaboration and a focus on creating clear, responsive, and inclusive game interfaces.

EXPERIENCE

Technical UI Designer / Gameplay Programmer   2025
Fifi's Fossil Finding Frenzy - Falmouth Expo Game Award

- Designed and engineered drag-drop fossil assembly interface for minigame, and implemented world-space presentation systems for constructed fossils.
- Implemented player feedback across UI, audio, animation, and interaction states.
- Designed and implemented core minigame systems and interaction mechanics.
- Contributed to art implementation, lighting, menus, and overall game polish.

Gameplay Programmer / Technical Designer   2024
Our Little Garden Shop - Funded by Tranzfuser

- Contributed to rapid prototyping and development on a Tranzfuer funded project grant (£8,000).
- Implemented UI systems including menus and in-game interface elements.
- Built gameplay features supporting order packing and customisation systems.
- Developed environmental VFX and various feedback systems.
- Contributed to set dressing, asset implementation, and visual polish.

UI and Gameplay Programmer   2024
Space For Two - Falmouth Expo Game Award / The Rookies Awards

- Designed and implemented character customisation and core UI systems.
- Built scalable, animated UI architecture with full controller support.
- Integrated UI with player input, animation, and gameplay systems.
- Contributed to visual polish through VFX, art integration and lighting.
- Supported development through optimisation and cross-system debugging.

WORK EXPERIENCE

Kitchen Assistant
Verdant Brewery, Penryn   May 2024 - June 2025

Escape Room Game Leader
Eureka Escape Rooms, Cornwall   February 2023 - September 2024

Volunteer Student Mentor
Falmouth University, Penryn   September 2022 - May 2023