

{Elisabetta Passmore}

<summary>

```
// Recent CS graduate (2:1) with a passion for programming and software development.  
// Skilled in multiple programming languages, including C#, Python, and Java.  
// Strong problem-solving skills and a track record of delivering high-quality code.  
// Seeking challenging opportunities to contribute to innovative projects.
```

<education>

```
// Bachelor of Science  
  in Computer Science  
// University of Sussex  
// Graduated (2:1): July  
2024
```

<courses>

```
// Data Structures &  
  Algorithms  
// Databases  
// Operating Systems  
// Software Engineering  
// Computer Networks  
// Neural Networks  
// Computer Security  
// HCI
```

<skills>

<Programming Languages>

```
// C#  
// Python  
// Java  
// HTML/CSS/JS/PHP
```

<Other Software>

```
// Unity  
// Machine Learning:  
SciKit, Pytorch  
// MySQL  
// SQL
```

<Version Control>

```
// Git  
// Github
```

<experience>

<Game Programmer Intern>

```
<Huey Games, Manchester/Remote>  
<July 2023 - September 2023>
```

```
// Successfully developed a series of benchmark tests in  
Unity to assess CPU performance, GPU performance, and Memory  
read/write speeds.
```

<Data Analyst Assistant >

```
<Imperial College, London>  
<August 2019>
```

```
// Analysed and evaluated data, creating graphs displaying  
trends.
```

<projects>

<XenoBatix PC/VR>

```
// Designed and developed a 3D FPS game using Unity.  
// Implemented and extended Reynold's flocking algorithm.  
// Produced XenoBatix VR, by redesigning locomotion, firing  
and other aspects.
```

<OpenBook>

```
// Assigned Lead Programmer in a student-led Kickstarter  
project which aimed to create an AI revision tool.  
//Utilised ChatGPT APIs including gpt-4 and gpt-3.5-turbo for  
prompt engineering etc.
```

<EscapeTheMaze>

```
// Designed and developed a 3D multi-layer maze game using  
unity  
// Implemented depth-first search and A* path finding  
algorithm.
```