# {Elisabetta Passmore}

## \<summary\>

// Recent CS graduate 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: 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.