

Personal Statement:

I have always had a great passion for games and the art and engineering behind them. Growing up I taught myself skills like Photoshop and Premiere Pro, being in the creative direction that I found so fascinating. As soon as the opportunity to study computer science (and later game development) appeared I jumped in. Dedicating my free time to self-studying compsci and game dev, from learning Git to building assets and games. My dream is to do this professionally and see the contributions of my work shared with the world.

Skills:

- C++, C#, SQL, JavaScript, Python, Windows API.
- Visual Studio, Unity, Unreal Engine, Git, Excel.
- Basic Italian and French.

Education:

(01/09/21 - PRESENT) BSC (HONOURS) COMPUTER SCIENCE FOR GAMES AT SHU

2D GAMES DEVELOPMENT
MATHEMATICS FOR MODELLING AND RENDERING
SOFTWARE – HARDWARE OPTIMISATION TECHNIQUES
FUNDAMENTALS OF COMPUTER ARCHITECTURE
MATHEMATICS FOR GRAPHICS
PROGRAMMING 2D GAMES

(01/09/20 – 01/07/21) FOUNDATIONAL DEGREE IN COMPUTER SCIENCE AT UOFS

MATHS
FURTHER MATHS
PHYSICS
ENGINEERING

(01/09/18 – 01/07/20) A LEVELS:

MATHS [B]
FURTHER MATHS [B]
PHYSICS [B]
ENGINEERING [B]

Work Experience:

REVOLUTION COCKTAIL BAR

- o **(07/06/22 – PRESENT)** Team Leader
- o **(10/08/21 – 07/06/22)** Bartender
- o **(07/06/21 – 10/08/21)** Support member

Hobbies & Interests:

- Gaming (video games, pool, and airsoft)
- Stock trading
- Team sports

Referees, available on request:

- Gilbert Fiddlemore (Head of A-levels & finance teacher)
- Louie Salmons (Manager of Revolutions Sheffield)