# **Leroy Smith**

in https://www.linkedin.com/in/leroy-smith-0249aa386/

#### **EDUCATION**

#### **University of Sussex**

Bsc Computer Science
Business and
Management
10/2023 – 07/2026
On track to achieve 2:1

# **East Sussex College**

Level 3 Extended
Diploma in Game
Development
06/2021 – 07/2023
Distinction achieved

# **IT SKILLS**

# Programming Languages

Python, Java, SQL, JavaScript, C# (Unity)

#### **Microsoft Office**

Word, Excel, PowerPoint

# Database Management

SQL queries and data analysis

#### **Web Development**

JavaScript for interactive design

# **Game Development**

Unity and C#

#### **PROFILE**

Third year Computer Science undergraduate with a passion for problem solving and effective communication. Proven track record of achieving distinctions and excelling in customer service, event planning, and teamwork. Ambitious, well organised, and eager to contribute to growth and innovation in team oriented roles.

#### PROFESSIONAL EXPERIENCE

# **Virtually Educational**

*Tech & UX Intern* 06/2025 – 09/2025

- Collaborated on AR and UX-focused educational projects, including a barista training simulation and cricket instruction experience.
- Helped design and test 3D learning spaces to improve explicit knowledge transfer.
- Contributed to immersive learning environments using Unity and interactive media.

#### **Racquet Studios**

Creative Production Assistant

04/2022 - 07/2023

- Recorded and produced a official music video.
- Operated DSLR cameras, managed lighting rigs, and set up immersive 3D lighting environments.
- Worked with green screens and actors to enhance cinematic scenes.

# **GiffGaff**

Student Ambassador

10/2024 - 11/2024

- Promoted SIM cards via guerrilla marketing and creative weekly content.
- Drove sales and engaged with potential customers to explain product benefits.

# **Ash Hand Car Wash**

Receptionist

09/2019 - 02/2022

- Delivered customer service, managed payments, and supported operations.
- Scheduled appointments and assisted in marketing efforts.