

Sofia Rossi

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Skills

- C++
- Unreal Engine
- Game Development
- Shader Programming

Education

B.Sc. in Computer Science, Game Dev Track, Creative University (2016-2020)

Projects

- 3D Platformer Game: Level design, character animation, and physics engine integration.
- VR Simulation: Developed interactive VR environment using Unreal Engine.

Experience

- Game Developer Intern at PixelPlay Studios (Summer 2019):
 - Assisted in implementing AI pathfinding and collision detection.