Luigi Dey

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[Portfolio](#)

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Skills

- **Programming**   : C++, C#.
- **Engines/Tools**   : Autodesk Maya, Blender, UE4/UE5, Unity 2D/3D.
- **APIs**   : SFML, WinAPI.
- **Hardware/Platform**   : x86, Windows, Linux - Ubuntu, Mint and Kali.
- **Scripting**   : Python, JavaScript.
- **Other**   : Trello, GiT Bash, GitHub.

Volunteer work

- **Volunteer Astrophysics Researcher at The University of Sheffield (June 2019 – July 2019):** Data analysis about behaviour of galaxies and group project on how galaxies are born.
- **Volunteer Data Analyst at Veolia, Sheffield (September 2018 – September 2019):** Data analyst at Veolia, enhanced my experience in Machine Learning using Python. Been given past energy usage from different buildings, to use genetic programming and [TPOT](#) to predict future energy usage.
- **Volunteer Web developer at UTC Sheffield (September 2018 - June 2019):** Group project – built the official UTC Sheffield [website](#) alongside artists and other programmers.

Education

- **BSc (Hons) Computer Science for Games (2020 – 2022) @ Sheffield Hallam University:**
    - Fundamentals of Computer Architecture (1:1)
    - Mathematics for 2D Games (2:1)
    - Programming 2D Games (2:1)
- **A-Levels in Computer Science, Mathematics and IT (2019-2020) (BBA*) @ UTC Sheffield Olympic Legacy Park**

References available on request