Luigi Dey [Portfolio](https://mostlikelyluigi.github.io/)

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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](https://github.com/EpistasisLab/tpot) to predict future energy usage.
* **Volunteer Web developer at UTC Sheffield (September 2018 - June 2019):** Group project – built the official UTC Sheffield [website](https://www.utcsheffield.org.uk/olp/) 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**