

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 computer science 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, SFML, DirectX, Low Level PS5.
- Visual Studio, Unity, Unreal Engine, Git, Excel, Premiere Pro, Photoshop.
- Basic Italian and French.

Education:

(01/09/21 – 01/09/24) BSC (Honours) Computer Science for Games – First Class Honours

Advance Game Console Project
Machine Learning Algorithms & Heuristics
Advance Game Console Techniques
Development Project (Accessibility)

(01/09/18 – 01/07/20) A Levels:

Computer Science [B]
Core Maths [B]
Business [B]
Finance [B]

Achievements:

- First Class Honours for my degree.
- Nominated for TIGA awards: Graduate of the year for best Game Tech.
- Won two awards for game level design and game tech at the Game Republic Student Showcase.

Work Experience:

Aurelio AI

- **(01/06/23 – 01/08/23)** Summer Internship AI Developer

Vodka Revolutions Cocktail Bar

- **(07/06/22 – 29/06/24)** Bar Supervisor
- **(10/08/21 – 07/06/22)** Bartender
- **(07/06/21 – 10/08/21)** Support member

Hobbies & Interests:

- Gaming
- Stock Trading
- Sports

Referees, available on request:

- James Briggs (CEO & Founder of Aurellio AI)
- Luke Melville (University Lecturer)
- Gilbert Fiddlemore (Head of A-levels & finance teacher)
- Louie Salmons (Manager of Revolutions Sheffield)