

Cassie Parsons

Games programmer skilled in creating interesting and extensible game mechanics and systems on multi-discipline teams. With proficiency with Unity and Godot, using C#, as well as lower level knowledge in c++ with graphics APIs OpenGL and DirectX11 and a willingness to learn new tools and skills.

Cassie.Parsons2003@outlook.com
[Portfolio](#)
[LinkedIn](#)

EXPERIENCE

Cosmic Coda, Dundee— *Gameplay Programmer/Version control admin*

January-August 2025

I worked as a gameplay programmer and version control admin for our professional project, Elusive Core: Zero Trace, alongside 7 other people, during this I learned and got to practice the value of maintainable and extensible code, as well as proper communication and documentation. Additionally, I created procedures and teaching materials for working with git in a way that prevented merge conflicts

Abertay University, Dundee— *Computer lab assistant*

September - December 2024

I worked as a lab assistant for Abertay university, for the Data Structures and Algorithms module, during this I learned how to explain concepts and structures in an easy, clear way

EDUCATION

Abertay University, Dundee— *Computer Games Technology (BSc, Hons)*

September 2022 - May 2026

Carres Grammar School, Sleaford— *A-level*

September 2020 - May 2022

Maths

Further Maths

Physics

Computer Science

SKILLS

Teamwork

Communication

C++

C#

Python

Java

AWARDS

2025 Dare Finalist

Hobbies

Cooking

Playing Games

Historical European Martial Arts (HEMA)