



# ALIREZA MOAZAMI

*Game Developer*

📍 Ware, England

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## Technical Skills

- Python Programming
- C++/C# Programming
- Game Design
- Unity
- Unreal Engine
- Level Design
- Blender
- Autodesk Maya
- Version Control
- Github

## Soft Skills

- Teamwork
- Communication
- Problem-Solving
- Creativity
- Critical Thinking
- Hardworking
- Time Management

## Introduction

I am currently finishing my third-year studies in Games Technology at the University of The West of England. I have had good experiences with Unity and Unreal along with their respective languages C# and C++. I also have experience with Autodesk Maya and Python. I have a strong passion for games which has driven me to study games technology to understand how games are made, how the industry works and what skills I need to thrive in the industry.

## Work Experience

Sept 2019 Associate

- Jul 2022 [TK Maxx, Harlow](#)

A typical workday included:

- Assisting customers with questions
- Arranging and tidying displays
- Unpacking new stock in the delivery room
- Putting out any new stock from the delivery room
- Serving customers as cashiers
- Performing proper customer service for all customers.

## Education

Oct 2020 - BSc(Hons) Games Technology

Jul 2023 [University of the West of England, Bristol](#)

- Gained experience with developing games in C++, C# and Python.
- Gained experience with creating small environments and objects in Autodesk Maya
- Utilised the Unity engine to create multiple short games and various gameplay features.
- Worked with the Unreal Engine to create a final dungeon level and a recreation of the old-school DOOM game which utilised both blueprinting and C++ code.
- Completed a game project spanning multiple months which involved collaboration with 40 students.
- Created multiple short games with a team of 5 students.

Sept 2018 Level 3 BTEC Extended Diploma Game Design

- Jun 2020 [Hertford Regional College, Ware](#)

- Experience with Blender by creating game assets.
- Utilised Photoshop to create game covers and art.
- Microsoft Access and Project used to keep development projects organised.
- Experience with developing multiple Game Design documents.
- Learned more about the fundamentals of game design and how to break down what makes games fun.
- Designed and implemented my own gameplay features.
- Learned how to block out levels correctly.