

# Sai Lao Non

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Portfolio: <https://sainonsai.github.io/Portfolio/>

## About Me

Proactive and adaptable recent graduate with a BSc in Games Technology from the University of the West of England. Highly organised and deadline-driven, with experience managing multiple projects in fast-paced, hybrid environments. Strong communication skills across in-person, written, phone, and video interactions. Skilled in problem-solving, teamwork, and the effective use of Microsoft Office and other software tools. Seeking an entry-level role where I can contribute to a dynamic team while continuing to develop my professional skills.

## Key Skills

- **Organisation & Time Management:** Proven ability to prioritise tasks, manage deadlines, and coordinate across multiple projects.
- **Communication:** Clear and professional verbal, written, and digital communication skills with both team members and clients.
- **Adaptability:** Comfortable working in fast-paced environments and quickly adjusting to new priorities.
- **Teamwork:** Collaborative approach, supporting team goals and building strong working relationships.
- **Travel Flexibility:** Able and willing to attend events and off-site meetings as needed.

## Technical Skills

- Programming: C++, C#, Python
- Software: Unity, Unreal Engine 5, Maya, SketchUp, Adobe Photoshop, Maya
- Microsoft Office Suite (Word, Excel, PowerPoint, Outlook)

# Education

## Game Technology (BSc) University of the West of England (2022 – Present)

### Comprehensive creative technologies project

Dissertation project: Developed an AI system that reacts irrationally based on emotions. Player can verbally taunt the AI to influence its behaviour.

### Advance Technologies

- Project 1: Created a chemistry simulation game in Unity for students interested in STEM
- Project 2: Developed a Unity-based navigation system for the UWE campus.

### Commercial games development

Collaborated with a team of 10 to develop a game in Unreal Engine 5, where I was mostly focusing on visual effects and game mechanics.

# Modules Completed

## First Year

- Games Tech 101 (Python)
- Games In C++ (C++)
- Principles of 3D Environments (3D Maya)
- Game Development evolution

## Second Year

- More Games in C++ (C++)
- Gameplay Programming (Unreal Engine)
- Game Engine Programming (Unity, C#)
- Play and Games (Designed and developed a board game with a team of six)

# Experiences

## Student Ambassador – University of the West of England (2022 – 2023)

- Represented the university at events, open days, and campus tours.
- Assisted in organising activities, providing information, and ensuring a positive visitor experience.

- Adapted quickly to varied event schedules and formats.

**Hospitality Team Member – Harvey Nichols & Yakinori (2019 – 2022)**

- Delivered high-quality front-of-house service in fast-paced, high-end environments.
- Managed multiple responsibilities simultaneously while maintaining attention to detail.
- Developed strong interpersonal skills, handling diverse customer needs.