

Sai Lao Non

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About Me

Aspiring game developer with a strong foundation in programming, game engines, and 3D modelling. Currently studying Game Technology at the University of the West of England, gaining hands-on experience in game development using C++, Unity, Unreal Engine, and Python. Passionate about creating immersive gaming experiences and eager to contribute to the industry with technical expertise and creativity.

Technical Skills

- Game Development
 - Unity
 - Unreal Engine 5
- 3D Modelling & Design
 - Maya
 - SketchUp
- Programming:
 - C++
 - C#
 - Python

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

- Hospitality Experience: Front of house at high end restaurant (Harvey Nichols) and Yakinori
- Student Ambassador at UWE