Sai Non

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

EDUCATION

University of the West of England (UWE)   Bristol, United Kingdom
BSc(Hons) Game Technology   September 2022 – July 2025

TECHNICAL SKILLS

Programming: C++, C#, Python,
Engines & Tools: Unreal Engine 5, Unity, Maya, Adobe Photoshop
Professional Skills: Team leadership, cross-functional collaboration, adaptability under pressure

PROJECTS

Emotion-Driven NPC AI system (Unreal Engine 5)
- Designed and built an emotional AI system where NPCs react through anger, fear, and neutrality using Behaviour Trees, Blackboard data, and custom decorators.
- Implemented dynamic behaviours (Chase, Hide, Wander) influenced by emotional intensity and weighted randomness, creating unpredictable and human-like AI actions.
- Resulted in a more immersive NPC experience, showcased through a full project build, UI emotion controls.

Rubbish Rumble – Multiplayer Physics Party Game
(Role: VFX & Feature Implementation)
- Created all backpack and power-up VFX, including real-time colour changes, shaking animations, and explosive overload effects to reinforce player feedback.
- Designed clear, readable effects for freeze, shield, and speed-boost mechanics, supporting fast multiplayer gameplay.

Chemist Stimulator – Educational Chemistry Game (Unity)
- Build a Unity-based chemistry simulation game featuring a chemical reaction system, objective progression, and real-time feedback UI to support GCSE-level learning.
- Implemented interactive mechanics for picking up chemicals, mixing them in designated slots, and receiving guided hints and reactions outcome.

Space – 2D Arcade Shooter (C++/SFML)
- Build a full 2D Space Invader-style shooter using C++ and SFML, featuring animated enemy waves, collision detection, bullet cooldowns and clean OOP architecture.
- Delivered a complete game loop with menus, timers, win/loss states and reusable gameplay components.

Gameplay Programming Project (Unreal Engine 5)
- Built a stealth gameplay prototype in UE5 with patrolling AI, assassination, ranged/melee combat, and advanced movement.
- Implemented quest systems, combat interactions, and responsive player controls inspired by Assassin's Creed.

Campus Tour (Unity)
- Build a Unity 3D room-finding system based on a UWE teaching block, allowing users to navigate complex buildings through an immersive first-person experience.

WORK EXPERIENCE

Front of House, OXO Tower Restaurant, London   **Jul 2025 – Oct 2025**
- Supported high-end service and private events in a fast-paced environment.

Front of House, Harvey Nichols, Bristol   **Sep 2023 – Jun 2025**
- Delivered luxury customer service and assisted with VIP events.

Student Ambassador, University of the West of England   **Mar 2023 – Oct 2024**
- Led campus tours and represented the university at events.

Badminton Coach, Myanmar   **Aug 2021 – Jul 2022**
- Delivered personalized coaching to improve player performance

INTERESTS

- Languages: English & Burmese
- Interests: Badminton, Swimming, Gym, Reading,