

Sai Non

07377911018 | nicofrancis2003@gmail.com

GitHub: <https://github.com/SaiNonSai> | LinkedIn: <https://www.linkedin.com/in/sai-lao-non/>

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

PERSONAL PROFILE

Games Technology graduate with strong C++ and Unreal Engine 5 skills, experienced in developing AI systems, gameplay mechanics, and visual effects. Known for adaptability, problem-solving, and thriving under pressure — qualities honed through both game development projects and team leadership in high-end hospitality. Skilled at collaborating across diverse disciplines and committed to building engaging, high-quality player experiences.

TECHNICAL SKILLS

- **Programming:** C++ (strong), C#, Python, Blueprint, Verse (beginner)
- **Engines & Tools:** Unreal Engine 5, Unity, Maya, Adobe Photoshop
- **Core Strengths:** Gameplay programming, AI systems, game mechanics, debugging, optimization
- **Professional Skills:** Team leadership, cross-functional collaboration, adaptability under pressure

EDUCATION

Bachelor's degree in game technology, University of the West of England 2022 – 2025

- **Dissertation:** Designed an **emotion-driven AI system** that responds irrationally to verbal taunts.
- **Team Project (UE5):** Contributed gameplay mechanics & VFX in a **10-person Unreal Engine 5 project**.
- **Unity Projects:** Developed a **STEM chemistry simulation** and a **campus navigation system**.
- **Modules:** Gameplay Programming (UE5), Games in C++, Game Engine Programming (Unity, C#).
-

PROJECTS

AI Behaviour System (UE5, C++/Blueprint): Created irrational AI reactions influenced by player speech.

Multiplayer UE5 Project: Focused on mechanics and effects in a collaborative Agile environment.

Board Game Prototype: Designed and tested a tabletop game in a team of six.

TECHNICAL EXPERIENCES

Gameplay Programming – Unreal Engine 5 (C++ & Blueprint)

- Contributed to a 10-person UE5 project, implementing gameplay mechanics and visual effects.
- Built an AI system with irrational emotional responses, influenced by player taunts.
- Applied Blueprint scripting alongside C++ for rapid prototyping and feature integration.

Game Engine Development – Unity (C#)

- Created a STEM chemistry simulation game to support interactive learning.

- Developed a campus navigation system with real-time mapping functionality.

C++ Projects

- Completed multiple modules in gameplay and engine programming, producing working prototypes and gameplay systems.
- Strengthened debugging, optimisation, and object-oriented programming skills through coursework and personal projects

WORK EXPERIENCE

Front of House, OXO Tower Restaurant, London | July 2025 – Present

- Coordinated large-scale private events (weddings, networking, corporate) with chefs, sommeliers, and planners, strengthening skills in cross-disciplinary collaboration transferable to game development teams.
- Maintained high performance under pressure, ensuring seamless guest experiences for high-profile clients.

Front of House, Harvey Nichols, Bristol | September 2023 – June 2025

- Delivered luxury service in a dynamic environment; mentored new staff and built strong teamwork skills.
- Regularly handled VIP private hires and events, balancing adaptability with professionalism.

Team Member, Yakinori Sushi Bar, Bristol | April – August 2023

- Delivered excellent customer service, handling orders and special requests with professionalism.
- Supported operations by restocking, monitoring supplies, and assisting across roles.
- Participated in training to enhance menu knowledge and received positive feedback for friendly, passionate service.

Student Ambassador, University of the West of England | March 2023 – 2024

- Represented the university on open days, tours, and events, engaging with prospective students and families.
- Led campus tours, group discussions, and outreach activities, building community and showcasing university strengths.
- Strengthened communication and public speaking through training and liaison work with staff and students.
- Collaborated with other student ambassadors and university/college staff to coordinate outreach efforts and plan strategies to maximize the impact of promotional activities.
- Completed training sessions on public speaking, campus resources, and admissions processes, enhancing knowledge and skills as a student ambassador.

Team Member, KFC, Bristol | February 2023 – June 2023

- Worked in a fast-paced team to ensure smooth service during peak hours.
- Gained training in customer service, food safety, and operations, earning recognition for teamwork and adaptability.

Badminton Coach, Myanmar | August 2021 – July 2022

- Delivered personalized coaching plans to improve player techniques, tactics, and performance.
- Organized structured practice sessions and motivated players to reach their potential.

ADDITIONAL INTERESTS AND ACHIEVEMENTS

- Languages: English & Burmese

- Interests: Badminton, Swimming, Gym, Reading, etc.