

Said Mozamil Sadat

Games Developer

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<https://said-sadat.github.io/>

Profile:

An ambitious, independent, and consistent hard worker, with great communication skills. Passionate about technology and games as it has been a constantly advancing sector and is what will continue to shape and change our future. I have a lot of experience in working as a team to create games and have created games as projects for university to present and be graded on and I have played a major part in the gameplay of the games which are available for viewing on my website. I generally love all aspects of programming and how the programmer applies logic to create functionality which could in term improve the quality of life for people, entertain them, or even bring things to life for example in robotics or games.

Key Skills:

- Excellent communication skills
- Responsible and reliable
- C++
- C#
- Unity
- Unreal Engine
- OpenGL
- Gameplay mechanics
- Artificial intelligence

Work experience:

Store Manager

2017 - 2020

Bella Pizza

Achievement & Responsibilities:

- Was responsible for the store till and money. Also was responsible for calculating the stores earnings at the end of the day.
- Dealt with customers over the phone and in person to take orders and deal with unsatisfied customers to provide them with a good experience.
- Fixed faulty systems in store and upgraded if necessary.
- Helped customers who struggle to communicate to have a better and easier experience in store.

Education:

BSc (Hons) Computer Games Development

2019 - 2023

Staffordshire University

Notable modules:

2017 - 2019

- Games Development
- Game Engine Programming
- Mobile Games Development
- Artificial intelligence for games

- Technical Games Production

A-Level

[Alpertown Community School](#)

A-levels:

- Maths
- Physics
- BTEC ICT

GCSE

2015 - 2017

[Alpertown Community School](#)

16 GCSEs, grade A*-B, including Maths [A] and English [A], Religious studies [A], Triple science [B], Computer Science [B]

References:

Available on Request