

Said Mozamil Sadat

Games Programmer

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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:

Humanitarian Operations

2021 - Present

Unity Developer

During my time at Humanitarian Operations, I was part of the Unity team primarily doing gameplay programming and working on internal systems using C#. This included making sure I stick to briefs given to me for the project and ensuring that I plan well and meet deadlines. I had worked on various aspects such as AI, player controllers, user interfaces and overall player experience while also making sure I was bug testing and fixing any issues present with the game.

Achievement & Responsibilities:

- Worked on various gameplay mechanics for the project
- Debugging and testing code
- Working in a team to develop a game
- Helped with newer developers so they can gain experience
- Working towards deadlines and following briefs

Bella Pizza

2017 - 2020

Store Manager

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

[Alperton Community School](#)

A-levels:

- Maths
- Physics
- BTEC ICT

GCSE

2015 - 2017

[Alperton 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