Said Mozamil Sadat

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Profile

Passionate and drive Games Programmer seeking opportunities to contribute to creative and challenging projects. Proficient in C++, C#, Unity and Unreal Engine, with a strong foundation in gameplay programming, multiplayer and mobile development. Adept at problem-solving and collaborating with talented teams to deliver high-quality, immersive gaming experiences.

Skills & Abilities

- C#
- C++
- HTML
- Multiplayer

- Unity
- Unreal Engine
- Gameplay Mechanics
- Augmented Reality

Experience

UNITY DEVELOPER | Humanitarian Operations | OCTOBER 2021 – 2022

- Worked on various gameplay mechanics for the project
- Debugging and testing code
- Working in teams to develop a large project.
- Helped with newer developers so that they can feel comfortable and gain experience.
- Worked towards meeting deadlines and following briefs.
- Maintained workflow with source control.

STORE MANAGER | BELLA PIZZA | JUNE 2017 – AUGUST 2020

- Was responsible for the store till and 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 | JUNE 2023 | STAFFORDSHIRE UNIVERSITY, UNITED KINGDOM | FIRST CLASS GRADUATE

4 Year Course including a 1-year placement. During the course, various areas were explored. These include Unity, Unreal Engine, Game Development, Mobile Development, Augmented Reality, Artificial Intelligence, Team Projects, Version Control.

MASTERS IN MULTIPLAYER GAMES SYNCHRONIZATION | AUGUST 2024 | STAFFORDSHIRE UNIVERSITY, UNITED KINGDOM | FIRST CLASS GRADUATE

A Master's Degree by Negotiated Study where I look at Multiplayer in Games and the role of Synchronization. Unreal Engine 5 is being used for the duration of this course.