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| Said Mozamil Sadat |

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# Profile

Creative and passionate Games Programmer with a knack for solving complex problems in gameplay mechanics, multiplayer systems, and mobile game development. Experienced with Unity and Unreal Engine, I thrive on pushing boundaries in game development, ensuring immersive and high-quality experiences for players. My love for technology and storytelling drives me to contribute meaningfully to ambitious game projects, with a focus on delivering seamless synchronization and captivating player engagement.

# Skills & Abilities

## Programming Languages & Tools

* C#, C++ – Extensive experience in scripting and developing gameplay systems

## Game Engines

* Unity – Proficient in building AR/VR experiences, mobile games, and prototyping gameplay mechanics
* Unreal Engine – Skilled in multiplayer synchronization and creating immersive 3D worlds

## Game Development Areas

* Gameplay Mechanics – Strong foundation in designing and implementing player interactions
* Multiplayer Systems – Specialize in handling player synchronization, server-client communication
* Augmented Reality – Developed AR projects, enhancing user interaction through immersive experiences

## Development Practices

* Version Control (Git) – Maintained efficient workflows through collaboration and version tracking
* Agile Development – Comfortable working in sprints, adapting to evolving project needs

# Education

## Masters In Computer Games Programming | August 2024 | University Of Staffordshire, United Kingdom | Distinction Graduate

## Explored the complexities of multiplayer game synchronization, working extensively with Unreal Engine 5. Led research on network latency compensation and its impact on gameplay. The final project involved developing a real-time multiplayer demo focused on seamless cross-platform synchronization, integrating cloud-based server architectures.

## Bsc (Hons) Computer Games Development | June 2023 | University Of Staffordshire, United Kingdom | First Class Graduate

4-year program with a 1-year placement in the games industry. Gained hands-on experience in Unity and Unreal Engine, focusing on mobile development, augmented reality, and artificial intelligence. Collaborated in teams for capstone projects, including an AR-based educational tool, and led the implementation of player interaction mechanics for a mobile strategy game.

# Experience

## Unity Developer Intern | Humanitarian Operations | October 2021 – 2022

* Engineered key gameplay mechanics, including AR interactions, to enhance the immersive experience of an educational game aimed at raising awareness of global issues.
* Collaborated with a cross-functional team to deliver gameplay solutions while meeting tight deadlines.
* Mentored junior developers, fostering growth within the team and ensuring code quality.
* Integrated version control systems (Git) streamline workflow and minimize project conflicts.
* Conducted rigorous debugging and performance optimization, improving user experience across platforms.

## Store Manager | Bella Pizza | June 2017 – August 2020

* Modernized store IT systems by upgrading the software and making them more user friendly.
* Trained staff in new technology, improving overall customer service efficiency.
* Troubleshot system issues, implementing technical solutions that minimize downtime, showcasing quick problem-solving and tech adaptation under pressure.