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| 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

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| * 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.