Angelos Motso Prof.-Otto-Hupp-Str. 13 85764 Oberschleißheim Germany

Resume

Personal Data

Name:	Angelos Motso
Birth Date:	23.01.1999
Birth Place:	Athens
Nationality:	Greek
Phone Number:	+46762753679
E-Mail Address:	Angelos.Motso.6126@student.uu.se

Employment History

06/2019 – 07/2023 **Kärlek Bar & Café Visby, Gotland**
Customer Service Representative

- Manage and oversee daily duties ensuring the customer satisfaction
- Train, recruit and mentor new staff members
- Collaborated and communicated with kitchen staff ensuring accurate order delivery
- Enhancing service efficiency in a high-volume dining environment.

12/2017 – 08/2018 **RIHAB Stockholm**
Construction and Renovation Worker

- Identification and solving construction-related issues
- Meeting timely decisions to minimize risks and ensure project progress
- Helped communication between project teams, maintaining a collaborative environment

Education

09/2021 – 06/2023 **Uppsala University Visby, Gotland**
Game Design (M.A)
Master thesis: "Game Theory through Design"

"Best in Show" and "Best Audio Design" award winner with the game "HUGWAVE" at Gotland Game Conference 2022

"Best Storytelling", "Best Game Feel" and "Best Art Direction" nominee with the game "HUGWAVE" at Gotland Game Conference 2022

09/ 2018 – 06/ 2021 **Uppsala University Visby, Gotland**
Project Management & Game Design (B.A)
Bachelor Thesis: "Community-Accepted Accessibility Guidelines for Difficulty in Dark Souls III"

09/ 2014 – 06/2017 **High School Ismail Qemali Tirana, Albania**
High School Diploma

Hard Skills

Languages:

Albanian: Native speaker
Englisch: C1
- IELTS Exam Score: 7.0

Swedish: A2

Software:

Game Engines:

Unity	● ● ● ● ●
Unreal Engine 4	● ● ● ○ ○

Programming Languages:

C#	● ● ● ● ○
C++	● ● ● ○ ○

Prototyping and Wireframing Tools:

Figma	● ● ● ● ●

IDEs:

Visual Studio	● ● ● ● ●
IntelliJ	● ● ● ● ●

Image /Video /Audio editing:

Audacity	● ● ● ● ○
FL Studio	● ● ● ● ●
Adobe Photoshop	● ● ● ● ○
Adobe Illustrator	● ● ● ● ○
Adobe Premiere	● ● ● ○ ○

3-D modelling / Motion Capture / Photogrammetry:

Z-Brush	● ● ● ● ○
Blender	● ● ● ○ ○
Motive:	● ● ● ● ○
AgiSoft Metashape	● ● ● ○ ○

Soft Skills

Organisational and project management talent:

Very good organisational skills that I have gained through:

- **Project lead** roles in several university team projects, including product development, game concepts, board games, and game prototypes.
- Participation and presentation of **Hugwave** as a **team achievement** at Gotland **Game Conference**: Best Game Design & Best Audio Design Awards 2022.
- **Team** projects on **Game Production**: Arcade Machine Games and Vertical Slice
- Managing timelines for various daily duties at my work in Customer Service

Problem-solving and analytical thinking:

Very good problem-solving skills that I have gained through:

- Various **development projects with C#**
- Creating **game-play loops/mechanics/ dynamics**

Communication skills:

Very good oratory skills that I have gained through:

- **Pitching game concepts** in front of an audience
- **Team building practises** in team meetings
- Working in **customer service**