

# 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.
- Troubleshoot system issues, implementing technical solutions that minimize downtime, showcasing quick problem-solving and tech adaptation under pressure.