

# Alireza Moazami

☎ 07889 557666

✉ arimoazami@gmail.com

📍 <https://arimoazami.github.io>

in <https://www.linkedin.com/in/>

## DESIGN SKILLS

- Game Design Documents
- Game Mechanic Design
- Level Design
- Systems Design
- UI/UX Design
- Prototyping
- Game Balancing

## ENGINE SKILLS

- Unreal Engine 4/5
- Unity Engine

## TECHNICAL SKILLS

- Blueprint/Visual Scripting
- C#
- C++
- Python
- HTML
- CSS

## SOFT SKILLS

- Communication
- Teamworking
- Problem-Solving
- Critical Thinking
- Adaptability
- Pitch & Presentation
- Time Management

## EDUCATION

### MSc, Games Design Staffordshire University

SEP 2023 - SEP 2024

- Developed an Action-Adventure game with exploration, puzzles, and combat.
- Researched and authored a paper on gamification's educational applications.
- Developed a DOOM and Duke Nukem local coop crossover prototype through Unreal Engine utilizing both visual scripting and C++.
- Developed multiple short games that focus on game feel and polish.

### BSc (Hons), Games Technology University of the West of England

SEP 2020 - JUN 2023

- Developed games in C++, C#, and Python.
- Created 3D environments and game assets with Autodesk Maya.
- Used the Unity engine to create multiple short games and various gameplay features.
- Participated in multiple game jam projects.
- Utilized the Unreal Engine to create a dungeon level experience.
- Recreated DOOM with both blueprinting and C++ code.
- Worked on a large team game project spanning multiple months, involving over 40 students.
- Produced multiple short games whilst managing a small team.

## EXPERIENCE

### Retail Associate, TK Maxx

SEP 2019 - AUG 2021

- Worked in a large team to delegate tasks and manage the shop floor.
- Provided clear communication and quick assistance during customer service.
- Managed new inventory, including unpacking, and organizing to be ready and sent out to the shop floor.