

# Alireza Moazami

Game Designer

<https://www.linkedin.com/in/ali-moazami/>

<https://arimoazami.github.io>

arimoazami@gmail.com

## EXPERIENCE

### Rockstar Games — Associate QA Tester: Online Services

July 2025 - PRESENT

- Identifying, investigating, clarifying and documenting defects encountered during testing.
- Testing all Rockstar online services, updates, live events and maintenance for supported titles.
- Testing all Rockstar online services related features for all upcoming titles and title updates.
- Testing all Rockstar online services admin/customer support tools for supported/upcoming titles.
- Testing all Rockstar Games websites updates, including the Rockstar Store.
- Testing Rockstar Games Launcher and associated tools.

### Whisper of Truth — Game Designer

Sep 2024 - Jan 2025

- PSX Horror developed in Unreal Engine 5.
- Designed and developed a vent traversal system.
- Implemented the ability to swap between keyboard and controller seamlessly.
- Worked on game code optimisation.
- Implemented player controls and interactions.
- Created object and interaction outline shader.

## EDUCATION

### Staffordshire University — MSc, Games Design

September 2023 - September 2024.

- Expanded my knowledge and proficiency with C++.
- Researched and authored a paper on gamification's educational applications.
- Developed a local coop prototype using both blueprints and C++.

### University of the West of England — BSc, Games Technology

September 2020 - July 2023

- Developed games and gained proficiency in C#, Python and C++.
- Created 3D environments and game assets with Autodesk Maya.
- Created multiple short games and various gameplay features.
- Participated in multiple game jam projects.

## DESIGN SKILLS

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

## TECHNICAL SKILLS

- C#
- C++
- Python
- HTML
- CSS
- Unreal Engine 4 & 5
- Unity Engine
- Godot

## SOFTWARE SKILLS

- Github
- Jira
- Perforce
- Blender
- Visual Studio
- Miro

## SOFT SKILLS

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