



# MO ABDULAZIZ CV

## GAME DESIGNER

07495030070 

<https://textthecasul.itch.io> 

<http://mo-portfolio.co.uk> 

[moeaziz377@gmail.com](mailto:moeaziz377@gmail.com) 

## ABOUT ME

As a game designer, I love designing gameplay systems that are engaging and stylish. I've worked on many different team and solo projects, which has helped me develop my skills as a game designer. Using my knowledge of Unreal and Unity, I love creating game prototypes to showcase my design work. Working in customer service has helped develop me into a hard-working and sociable individual who enjoys working with a team. I enjoy a challenge, thrive under pressure and possess the patience needed to handle any task.

## EDUCATION

### BA Game Design - 1st (PREDICTED)

Including modules such as: Commercial Games, Game Engine & Game Development  
Brunel University (Sept 2020 - Present)

### A LEVELS - Computer Science (C), Physics (D), Mathematics (D)

Woodhouse College (Sept 2017 - June 2019)

### GCSEs - 10 GCSEs including Mathematics (Grade 8), English Language (Grade 6) & Literature (Grade 5)

St Aloysius College (Sept 2013 - June 2017)

## PROFESSIONAL PROJECTS

### Overflow - PRODUCER

Octopus 8 Studios - (May 2022 - July 2022)

Unity Engine

Single-player Puzzle Platformer - Available on Itch.io

Team Size - 5

#### Tasks Include:

- Leading core concept design (Executive Summary, Design Pillars, Core Loops).
- Leading and assigning tasks to a designer, programmer, 2D artist & 3D modeler.
- Programming game functionality such as ocean physics & object buoyancy.
- Using Scrumwise to create weekly sprints to track productivity.
- Creating custom particle VFX using Unity Particle System.
- Creating custom materials & shaders using Unity Shader Graph.
- Creating and designing an Itch.IO page for Overflow.
- Creating marketing content for instagram.
- Editing and releasing a promotional trailer for Overflow using Premiere Pro.

## STUDENT PROJECTS

### Disorderly Combat - DESIGNER, PROGRAMMER

Search For A Star Design Competition - Winner - (November 2022 - February 2023)

Unreal Engine 5

Single-player First-Person Shooter - Available on Itch.io


Solo Project


#### Tasks Include:

- Creating and maintaining a Game Design Document & Development Log.
- Core concept design (Executive Summary, Design Pillars, Core Loops).
- Designing gameplay systems (Entropy System, Enemies, Rating system).
- Creating a Numeric Design Document using Excel to generate in-game values.
- Designing levels (Greyboxing & High-Fidelity level creation).
- Programming game functionality such as player abilities, enemy ai & weapon functionality.
- Designing UI elements using Photoshop.
- Creating and designing an Itch.IO page for Disorderly Combat.

# MO ABDULAZIZ CV

## GAME DESIGNER

07495030070 

<https://textthecasul.itch.io> 

<http://mo-portfolio.co.uk> 

[moeaziz377@gmail.com](mailto:moeaziz377@gmail.com) 

## STUDENT PROJECTS

---

### ***Those That Roam In The Shadows* | DESIGNER, PROGRAMMER**

University Project (October 2021 - April 2022)

*Clickteam Fusion 2.5*

*Single-player Horde Typing game - Available on Itch.io*

*Team Size - 3*

#### Tasks Include:

- Core concept design (Executive Summary, Design Pillars, Core Loops).
- Designing gameplay systems (Player Abilities, Items, Enemies)
- Designing levels (Greyboxing & High-Fidelity level creation)
- Programming game functionality
- Creating and designing an Itch.IO page.

## OTHER EMPLOYMENT

---

### **Leon | Team Member**

Date: September 2019 – March 2020

#### Tasks Include:

- Greeting customers when they enter the front door.
- Taking orders for customers and asking if they have any allergies.
- Serving the customer their food in under 20 seconds.
- Making coffees for customers.
- Restocking cutlery, cleaning tables and removing trash.

## SKILLS

---

- Game Design
- System Design
- Numeric Design
- Level Design
- Unity Engine
- C# Language
- Unreal Engine
- Unreal Blueprints
- Clickteam Fusion 2.5 Engine
- Adobe Photoshop
- Adobe Premiere Pro
- Microsoft Suite

## INTERESTS

---

- Playing, watching and writing about Video Games
- Building PC's
- Software modifying game consoles
- Console collecting
- Free Running
- Yoga
- Cheerleading
- Rollerskating
- Running social events
- Arts & Crafts including spraypainting
- Sewing clothes

## REFERENCES

---

Available on request.