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| Ali Nouyan  ali.nouyan@outlook.com · linkedin.com/in/ali-nouyan · www.alinouyan.com |
| I’m a highly motivated aspiring gams programmer/designer. I’m currently looking for a graduate job to help me break through into the industry, where I plan on making a positive impact in your studio. I always strive to constantly improve myself, as a person and in my skills, and be the best version of myself. Hoping to soak in as much information as possible from professionals. I believe in being punctual as time is an asset that should not be wasted. Also, I always carry myself confidently and try to represent myself in the best way possible. |

# Education

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| sEPT 2016 – jUNE 2019iNDEPENDENT GAMES PRODUCTION, Buckinghamshire New University I studied an indie games course because I wasn’t sure what specific field I wanted to get into and it taught us the whole process of creating a game. During my three years here, I developed a huge passion for programming and game design. I finished my second year with a first and I am predicted to receive a first overall. The main programs I used here are Unity and 3DSMax. The main language I used is C# although I also learned basic C++.  The modules in this course varied from maths to level scripting to mobile game design to character modelling to marketing and much more. My favorite modules include AI Programming where we learned how to develop realistic AI using finite state machines with fuzzy logic and our indie team project where we had the academic year to develop a game in small teams. In my final year, I wrote my dissertation on designing game mechanics to compliment and convey an engaging game narrative. |
| Sept 2014 – July 2016Creative Media – Computing – Graphics, Portsmouth College The above are the three courses I studied in college. Creative media is the game design course that my college had which I got a distinction star (A\*) in. These courses taught me the foundation of skills that I would only develop further in university. |

# wORK eXPERIENCE

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| Sept 2017 – June 2019Team Member, Cineworld High Wycombe This was a part time job to help get me through university. |
| July 2016 – Sept 2016retail Assistant, Spar This was a simple summer job in a convenience store. |

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| * Game Design & Writing Required Documents * Gamification * Game Theory * Unity 3D & 2D * Basic Unreal Engine * 3DSMax * Microsoft Office (Word, Excel etc.) * Photoshop * Developing for Mobile * Sony Vegas Pro Video Editing | * C# * Artificial Intelligence * Level Scripting * User Interface * Audio * Basic Special Effects & Particle Systems * Basic C++ * Basic Cg * Storyboarding |
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# Skills

# Activities

My favorite hobby currently is gaming. For the most part I play competitive games, as I’m a competitive person, and I love working and communicating as a team to take down the opposing team/players. When I am on my computer and not playing any games, I am usually either working on turning my dissertation on storytelling into a published book or working on projects. I’ve also recently signed up to code academy to practice and expand my programming knowledge every now and then since I’ve finished with university. I’m passionate about music and I’ve just started learning to play piano, although this is currently just a hobby.

In summer 2018 I went to the Brains Eden game jam and worked alongside 3 of my course mates to create a short ‘unreliable’ racing game. In 2016 I went to NACUE2016 and won the best business idea out of roughly 20 in a competition. I was part of the iPad ambassador scheme at college. I’m currently fluent in 2 languages, English and Farsi.

# References

## James Bateman, Game Development Lecturer

[**Philbateman1989@hotmail.com**](mailto:Philbateman1989@hotmail.com)

## Kirsty Ranform, Assistant director & Learning & progress manager in business, ict, creative media and economics

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