

Mohammad Hassan Zargar Ershadi

Game Developer - Technical Artist

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PROFESSIONAL SUMMARY

Skilled game developer with experience in game programming, environment designing, 3D modelling, animation and texturing.

I have completed multiple projects from concept to release, focused on creating immersive gaming experiences.

I'm looking for a role where I can continue to grow, learn, and contribute to innovative game projects.

SKILLS

- **Game Engines:** Unity, Unreal Engine
- **Programming Languages:** C#, C++, Blueprints (Unreal)
- **3D Software:** Blender, Substance Painter/Designer
- **2D Software:** Affinity Photo
- **Version Control:** GitHub, Fork, Azure

EXPERIENCE

Solo Game Developer

Self Employed - 3 years

- Developed gameplay logic using C# and Unreal Blueprints.
- Extensive experience with Unity and Unreal game engines.
- Created and published 4 short horror games on the Itch.io platform.
- Freelance 3D Animator with experience in interactive game environments.
- Produced optimized, game-ready assets for interactive experiences.

EDUCATION

Diploma in Creative Digital Media

Diploma in Creative Digital Media (Games Development)
Access Creative College, Manchester, UK

BSc Degree in Games Development (in progress)
Staffordshire University, Stoke-On-Trent, UK

ACCOMPLISHMENTS

- Published 4 successful indie games with over 235k+ downloads on Itch.io.
- Generated \$42K in revenue from indie games.