# Mohammad Hassan Zargar Ershadi

# Game Developer & 3D Artist

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#### PROFESSIONAL SUMMARY

Skilled game developer with expertise in game programming, 3D modelling, environment design, animation, and texturing.

I have a strong passion for both game development and 3D artistry, having successfully completed multiple projects from concept to release that focus on creating immersive gaming experiences.

I'm looking for a role where I can continue to grow, learn, and contribute creatively to innovative game projects, leveraging my skills in both game development and 3D artistry.

#### SKILLS

· Game Engines: Unity, Unreal Engine

Programming Languages: C#, C++, Unreal's Blueprints

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.
- Published 4 successful indie games with over 235k+ downloads on ltch.io.
- Produced optimized, game-ready 3D assets for interactive experiences.

#### **Remote Game Programmer**

Boomerang Studio - 2024 (1 year) | Reference available upon request

- Worked with a team to develop game features, meeting project deadlines.
- Communicated with team members to solve issues and improve gameplay.
- Organised tasks to manage tight deadlines and maintain project momentum.

## **Game Developer & Programmer**

Slingshot Studio - 2023 (1 year) | Reference available upon request

- Collaborated remotely with programmers and artists to create cohesive features.
- · Stayed organised to handle multiple tasks and meet tight deadlines, improving time management.
- Participated in virtual meetings to stay aligned with team goals.

### **EDUCATION**

**Diploma in Creative Digital Media** (Games Development) | 2022-2024 Access Creative College, Manchester, UK

**BSc Degree in Games Development** | In progress Staffordshire University, Stoke-On-Trent, UK