



Mohammad Hassan Zargar Ershadi

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Date Of Birth: 07/05/2006

PROFESSIONAL SUMMARY

Passionate game developer with hands-on experience using Unity, Unreal Engine, Blender, and More.

I've worked on several projects from start to finish, always aiming to create unique and immersive gaming experiences. I'm looking for a role where I can keep learning, growing, and contributing to exciting new games.

SKILLS

- Unity Engine 8/10
- Unreal Engine 8/10
- Blender (3D Modelling, Animation) 9/10
- Substance Painter/Designer 5/10
- C# Programming Language 6/10
- Unreal Engine Blueprint 6/10

EXPERIENCE

Solo Game Developer

Self Employed

- Wrote gameplay logic using C# programming language.
- High experience working with the Unity and Unreal game engines.
- Created and publish 4 short horror games on the itch.io platform.
- Experience in working as a freelancer 3D Animator.
- Creating interactive game environments.
- Experience in making game-ready and optimised game assets.

EDUCATION

Diploma in Creative Digital Media

Access Creative College, Manchester

ACCOMPLISHMENTS

- Published 4 successful games on itch.io platform which has gathered a lot of attention
- Managed to make \$42K revenue from my indie games in the past 3 years