

Sami Uysal

Game Development Student

[Website](#)

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Personal Statement

From a young age I have been a passionate gamer, my passion and love of video games led me to study Computer Games Development at University of Westminster. However, I started making games in 2019, doing some online tutorials. I loved the process so much that I decided to start a university course in Computer Games Development at the University of Westminster to gain more skills and experience. My organisational and time management skills allow me to work with deadlines very efficiently and quickly. In my next role, I am looking forward to a challenge that could help me become and improve as a game developer.

Experience & Employment

Production Member – Krispy Kreme

August 2020 Current

As a production member at Krispy Kreme, my duty is to prepare all the product every day. I must use the exact measurements I am given. However, in some cases, I need to go 1% higher or lower, depending on the product's consistency. I also need to follow health and safety rules to ensure that my colleague or I do not injure ourselves.

Student Rep – University of Westminster

September 2020 – July 2021

At the University of Westminster, I am a student rep for my course. As a student rep, my duty is to collect feedback from other students about the course. I go into meetings with the other reps and the course leader to hold discussions on how to improve the course, I also did some training provided by the Student Union.

Kitchen Member – YO! Sushi

August 2019 - September 2020

As a kitchen member, I would need to create the same dish repeatedly to make sure that every customer got the same thing. I oversaw the hot food so I would need to make sure I didn't burn any food or any of my colleagues. I would be in charge of prepping all of the vegetables and meat to a high standard to ensure that none of the dishes would lack any flavour.

Certificates

- Game Programming and Game Design with Unity and C# – Mason Game & Technology Academy

Education

University of Westminster

September 2020 – Current

BSc Computer game development

First Year – Completed

- *Programming Principles I*
- *Mathematics for Games*
- *Game enterprise*

- *Programming Principles II*
- *Game Group Project Development*
- *Games Design & Asset Creation*

Second Year – On going

- *Game Programming Patterns*
- *Maths & Physics for Games*
- *3D Interactive Media Development*

- *Game Studio*
- *Games Engine Architecture*
- *XR Multimodal Interaction*

Bsix Sixth Form College

September 2017 – June 2019

Level 3 BTEC in IT, Triple Distinction.

Skills

- C#, C++
- Unity, MonoGame, Unreal Engine 4
- Autodesk 3DS Max, Autodesk Maya
- Adobe Photoshop, Adobe Illustrator

Interests

- I enjoy making Japanese food
- Exploring Japan's culture
- I am an enthusiastic Gamer
- Cooking & Baking
- Streaming on Twitch