Antoine Mindaoudou Moustapha

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Portfolio: link

EDUCATION

Games Art and Development using C++ and Unreal Engine	Manchester College, 2020-2022
Games Design and Production using C# and Unity	Salford University, 2022-2025

PROJECTS

Procedural Generation System
Role: Developer

- **Project:** Developed a robust procedural content generation system that dynamically creates game environments. This project involved creating algorithms for terrain generation, randomization, and placement of in-game elements.
- **Technologies:** Unity, C#
- **Source:** **Link to Portfolio**

Chrojin
Role: Lead Developer

- **Project**: Led the development of Chrojin, a dynamic dungeon crawler game with an emphasis on creating engaging player mechanics. Responsible for the full design and development of the game's core gameplay systems, including player movement, combat mechanics, save systems, and inventory management.
- **Technologies:** Unity, C#, Gameplay Mechanics, Save System, Combat System
- **Source:** **Link to Portfolio**

Above the Influence
Role: Programmer

- **Project**: Contributed as a programmer for Above the Influence, focusing on developing and refining core gameplay mechanics such as Inventory System and Health System.
- **Technologies: Unity, C#**
- **Source:** **Link to Portfolio**

EXPERIENCE

Front Desk Receptionist
Forest Sofa, Salford | **2022 – Present**

- Provided exceptional customer service and consultations to understand and address client needs effectively.
- Demonstrated problem-solving skills by resolving client issues promptly and efficiently.
- Facilitated communication between clients and internal teams, ensuring seamless interactions.
- Enhanced organizational and multitasking skills in a fast-paced environment.

SKILLS AND TECHNOLOGIES

- **Game Development**: Unity, Unreal Engine, C#, C++, Blueprints, Procedural Generation
- **Software**: Visual Studio, JetBrains Rider, Blender, Adobe Illustrator, Photoshop, Substance Painter, Figma
- **Tools**: Git, Jira, Trello, SourceTree
- **Languages**: English (Bilingual), French (Native)