

# Ahmad Yazree

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## PROFILE SUMMARY

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Second-year Games Development student at Teesside University with a strong passion in level and technical design, programming in C#, and collaborative development. Worked closely with designers and programmers to create blockouts and prototype gameplay ideas quickly in both Unreal Engine, Unity, and Godot. Seeking a sandwich-year placement to contribute to real projects while developing my skills further.

## KEY SKILLS

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Unreal Engine 5, Unity, Blender, C#, QA Testing, GitHub, Figma, Visual Studio, Rider, Trello, Adobe Premiere Pro, Adobe Photoshop, Teamwork, Time Management, Organisational Skills, Adaptability, Communication, Problem-Solving.

## EDUCATION

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### Bachelor's Degree in Games Development

**Teesside University** | Middlesbrough, UK | Predicted 1st Class Honours Sep 2024 – Apr 2028  
Key Modules: Game Business, Marketing and Publishing, Gameplay Scripting, Programming for Game Engines

### Diploma in Information Technology

**PSB Academy** | Singapore, SG | GPA: 3.5/4.0 Oct 2022 – Dec 2023  
Key Modules: Information Systems, Data Communication and Networking, Database Design and Modelling

## EXPERIENCE

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### Deskside Support Technician

**Kyndryl** | Singapore, SG Jan - Aug 2024

- Provided specialised IT support to healthcare professionals, resolving hardware, software, and network issues promptly to ensure they have reliable access to critical systems.
- Collaborated with IT teams and external vendors to escalate and resolve technical issues efficiently.
- Diagnosed and resolved IT issues across hardware devices and software applications.
- Proactively installed, configured, and maintained operating systems, software, and updates to optimise end-user workflow performance.

### 3D Artist

**Freelance** | Singapore, SG Apr 2020 – Dec 2021

- Crafted 200 high quality 3D models of various game assets and designed 2 levels for independent studios.
- Communicated with clients to ensure that the deliverables were in compliance with the clients' needs in a timely manner.

## KEY PROJECTS

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### Team Game Jams

2024 & 2025

- Collaborated in teams of 5-7 to design and build playable games within 48-hour deadlines, using Unreal Engine 5. Handled 3D modelling, level design, and leadership roles, communicated via Discord and in-person, and delivered successfully both years.

### Technical Design University Module

Sep - Jan 2025

- Created a tool in UE5 with Blueprints that spawns a portal gun and seamless portals that preserve momentum.

References available upon request