

Sami Ali

Computer Games Developer/Programmer

Contact:

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Website:

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Skills:

- Unity | Unreal
- C# | C++
- Blender
- Level Design
- Photoshop
- Premiere Pro
- Excel
- Word
- Cartography

About Me:

I am a student at the University of Westminster studying games development who is highly passionate about my field of study and aspire towards eventually making my own game. At uni I have learned Unity, Unreal, mathematics, game design, collaboration and planning.

Education:

University of Westminster (2024 - Current)

BSc Computer Games Development Honours

Sir George Monoux Sixth Form College (2022 - 2024)

Computer Science, Economics, Geography

Interests:

TF2 Maps - I enjoy making maps for a hero shooter called Team Fortress 2 made by Valve Corporation, we also playtest them in a community server with other community made maps that could eventually end up officially added into the game by Valve

Hobby Game Development - I have made a few games in my free time in Unity/Unreal, one of them currently developed on is a platformer using a blast from a rocket to jump around

Video Games - I love to play games with great stories and gameplay such as Red Dead Redemption 2, Yakuza Series, Ace Combat Series and online games with my friends like Deep Rock Galactic and Team Fortress 2