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I am really motivated to pursue a career as a programmer in the video game industry. I choose to earn my master's degree in computer science with a gaming specialisation since I've always had a soft place for video games and anime. I joined the PlayStation Debugger Team for the Orbis and Prospero operating systems while working at SN Systems, which allowed me to refine my talents in game development tool programming.

Unreal, Unity, and DirectX are just a few of the popular engines and APIs that I'm familiar with. I am building my digital portfolio to showcase my work and hone my abilities in these areas while I am between employment. I intend to make contributions to both new and existing initiatives by drawing on the knowledge and abilities I have gained over my career. It can be found at <https://github.com/MoAgilah>.

**Career Summary**

**Graduate Software Engineer** [**SN Systems Ltd**](https://www.snsystems.com/) **3 years**

A division of Sony Interactive Entertainment renowned for its technical expertise in developing a diverse range of sophisticated programming tools and its profound understanding of the requirements of game developers. Their development tools are primarily intended for use with the PlayStation 5, PlayStation VR, and additional PlayStation platforms.

**Responsibilities**

As a debugger team member, I oversaw the maintenance and update of a specialised debug engine utilised for PlayStation game development. This entailed the assessment of user requirements, identifying and rectifying software errors and developing, testing, and supervising software systems. As well as producing user-facing operation documentation while maintaining internal tools and documentation.

I oversaw the expression evaluation and type visualisation, which included the use of multi-threaded solutions for call stack evaluation, file management, and debug control event mechanisms. Interdepartmental collaboration with translation teams, project supervisors, fellow developers, and system analysts was an essential aspect of the job.

**Hard skills:** Data Structures · Algorithms · Object-orientated programming · Integrated development environments · Text Editors · Version control · Software Testing · Analytical Skills · Technical Writing · Performance management · Debugging · Mathematics · Agile Methodologies · Microsoft Office · Standard Template Library (STL) · Scripting ·

**Soft skills:** Communication · Problem Solving · Time management · Teamwork · Accountability · Adaptability · Creativity · Patience · Critical Thinking · Attention to Detail · Emotional intelligence · Curiosity · Organization · Technical writing · Open mindedness · Research ·

**Work Placement**

**Guest Scientist** [**Max Planck Institute**](https://www.kyb.tuebingen.mpg.de/68314/space-body-perception#:~:text=Our%20group%20focused%20on%20two,hands%2C%20legs%2C%20torso).)**6 months**

This institute, which is part of the Max Planck Institutes of Biology, Biological Cybernetics and Intelligent Systems, investigates the processing of signals and information within the brain. The objective of the Space and Body Perception research group, for which I was a member, was to examine human behaviour and perception using immersive virtual reality technology.

**Responsibilities and achievements**

I was responsible for assisting scientists working on their doctorates with technical aspects of developing research instruments. I was responsible for developing 3D images, models, and applications, as well as writing code for them. Unity, Rayzer Hydra, HTC Vive, Oculus Rift, and Oculus Development Kit 2 were my primary tools. Whilst picking up some proficient with Vicon Tracker, 3DSMax, and the Oculus Rift.

I developed programmes in 3DSMax and IBM SPSS to analyse the results statistically. I also helped with experiment's execution, data compilation.

**Exchange Student** [**Hochschule Reutlingen**](https://www.reutlingen-university.de/) **6 months**

I participated in an international exchange programme, attending Media and communication computer science classes. I participated in numerous modules given to overseas students, including computer graphics, distributed systems, and mobile computing.

**Education**

**MComp Computer Science for Games** [**Sheffield Hallam University**](https://www.shu.ac.uk/) **5 years**

I received first-class honours in a course that focused on learning advanced programming techniques, primarily in C, ++, and #. While using industry standard APIs such as Microsoft DirectX, Unity, and Unreal Engine 4. Mathematics, modelling, and the development of professional abilities in software engineering, as well as optimisation strategies and methods.

The improvement of gaming industry project management practices and tools for making in-house video games for personal computers, game consoles, and mobile devices. Featuring PS3 and PS4 development kits, it housed the biggest PlayStation® teaching lab. 3D graphics modelling software, industry business structures, ethics, and game design principles were also covered.

**Interests**

I started breaking in 2015, in addition to keeping me in shape, dancing complements my more technical endeavours. In the following year is when I, along with a few other university colleagues founded and ran the SHU Breakdance Society as a volunteering opportunity. We organized open training sessions and regular classes for both students and residents. We also did performances and successfully ran our very own breaking competition; due our successes we were awarded most improved society in the following year after our founding.