

MOAZ HAMID

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PROFILE

Gameplay/systems focused game programmer building cohesive player experiences through combat architecture, diverse enemy behaviour, and game feel. I prioritise unique readable encounters, responsive controls, and rapid iteration through scoped milestones and frequent test passes.

MAIN PROJECTS

The Fallen Knight — Unity (C#) | Solo | Submitted (Coursework) • Active development

Unity third-person action game where real time stance-switching enhances combat for greater variety, readability, and high-commitment decisions.

- Built a playable first area slice of a Unity third-person action for PC featuring a three-stance combat system, (Free/Lock/Duel) where each meaningfully changes player capability and tactical decision-making via centralized action gating, consistent feedback, and iteration informed by structured testing and external playtest notes.
- Authored stance-driven encounters where enemies invite, punish, or deny stance choices (e.g., Duel-bait vs Lock-bait patterns), turning stance into a shared combat language rather than a passive mode toggle.
- Implemented a parry-and-counter loop (Duel stance) with readable parry feedback and a controlled counter sequence with camera behaviour tuned for clarity.
- Developed a reusable enemy combat foundation (shared combat contract + animation-event hitboxes) supporting authored combos and reliable engagement flow.
- Implemented a progression loop including bonfire rest (heal + enemy reset) and Soul Fragment pickup/state tracking within a curated first area.

Escape — C++ (custom framework) | Solo | Completed (Coursework) • Level iteration possible

Arcade shooter built in a custom C++ framework.

- Developed a five-wave 2D shooter in C++ (inside a custom C++ framework) with progressive difficulty and a final boss encounter.
- Implemented a finite state machine boss with line-of-sight and short-term memory, lead-aimed projectiles, micro-dodging, minion summons and blink-to-safety behaviour.
- Designed distinct enemy archetypes (Kamikaze, Homing, Zigzag) and tuned their parameters to create a clear difficulty curve and a meaningful “resource-building” phase before the boss.
- Stabilised legacy framework code by diagnosing crash-prone asteroid–enemy collision logic and replacing it with a custom radius-based solution, enabling reliable testing under heavy load and stabilizing late-game difficulty tuning.
- Balanced health, damage, star healing and Tesla usage/cooldowns so that careful play in early waves is rewarded with a realistic chance to clear the boss fight.

SKILLS

Languages: C#, C++

Engines/Frameworks: Unity; C++ (custom university framework); Unreal Engine

Gameplay: combat systems, action gating, enemy/boss behaviour, encounter pacing, progression loops

Tools: Git, Visual Studio

ADDITIONAL EXPERIENCE

Group Projects – Production/Pipeline Lead (University)

- Owned pre-production scope and thematic direction: defined constraints, drafted a short proposal, and aligned the team on a coherent target experience.
- Designed the core gameplay systems as an experience contract (rules, feedback, pacing constraints), ensuring the build supported the intended player experience.
- Sourced and curated project-ready assets to match the theme; organised asset structure and handoff so integration was frictionless for the programming build.
- Coordinated iteration through milestone planning and regular check-ins, ensuring the project stayed within scope and was delivered on time.

Coursework Delivery (Solo Projects)

- Delivered multiple assessed projects to deadline across modules, each with documentation and evidence-led refinement (testing, tuning, and bug fixing).
- Prioritised stable, reviewable builds and clear documentation to support assessment and external review (see portfolio).

EDUCATION

Kingston University — Game Development BSc (Hons) | Expected Graduation: June 2028

- Relevant modules: Professional Game Development Environments, Game Programming, 3D Graphics Programming and Artificial Intelligence, Games Science.
- Placement: Seeking a Year-in-Industry placement from September 2026.

ADDITIONAL

- Portfolio: moazhamid.co.uk
- Builds (Windows): itch.io/profile/moaz-hamid