ANJUMA ROUF
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Northampton

https://anjumarouf.artstation.com/

https://anjiesgames.wixsite.com/anjumasportfolio

Game Production Graduate with experience working in many group led projects and management using agile methodologies. Worked on multiple game development projects within a timeframe and deadline heavy environment. Fast learner and ambitious to develop current skills and learn new ones.

Core Skills:
- C#
- Unity
- Blender

Experience using:
- C++
- Unreal Engine
- Unreal Blueprints
- Photoshop
- Illustrator

ANJUMAZE: Second year Mobile Development project | 3-month development time
- Used Android Development and C# within Unity to create a simple and casual mobile game.
- Used Google Play Store to publish finished game.

UNDERWORLD: Second year Group Project | 6-month Development time | Role: User Interface and Audio
Group project making a working RPG style game within Unity Engine.
- Led User Interface Design and created UI assets.
- Used C# to implement gameplay UI elements such as Menus, Dialogue and Popups.
- Worked with Audio to implement SFXs such as combat and interface elements.

LAVA ESCAPE 2: Final year Group Project | 2-month Development time | Role: User Interface and Audio
3-person group project making an FPS within Unreal Engine.
- Led User Interface development and produced assets.
- Using Blueprints, created User Interface elements and implemented Panels and Menus.
- Worked with Unreal Sound Cues to link sound effects to actions such as shooting, and interface.

ANJIES ARCADE: Final Project | 6-Month Development time
Final year Dissertation Project, Arcade Style 3D game with 3 minigames and a Lobby.
- Worked in multiple aspects of Unity Engine using C# to create gameplay elements and mechanics.
- Created 3 working Minigames; Maze, 2D chasing game and an Endless Runner. All games accessible through Game Lobby with interactable objects.
- Used Photoshop to create various UI assets.
- Handled Project Management using Trello.

EDUCATION

Games Production BSc, De Montfort University (2021-2024)
First Year: Object Oriented C++, Unity Game Prototype Group Project, Cyber Security and Ethics
Second Year: 3D in Maya, Mobile Development, C# Unity and Unreal, Group Project
Third Year: Final Year Game Project, UE5 C++ Group Project, QA, 3D Class Project, Games Platforms, Audio

EMPLOYMENT

WAGAMAMA: OCTOBER 2023 – PRESENT
Front of House Team Member
- Responsible for taking care of guests within an assigned section of the restaurant, my role was to ensure guests were looked after in a fast-paced environment. This included multi-tasking by clearing tables, taking orders, seating people, and serving food and drink.
- Used problem solving to tend to any unique customer needs and resolve issues regarding their restaurant experience.