

# Mia Mohac

Portfolio: <https://miamohac.com>

Old university portfolio: <https://miamohac.wordpress.com/>

Itch.io: <https://mohilly.itch.io/>

LinkedIn: <https://www.linkedin.com/in/miamohac/>

Contact information: *available upon request*

## PROFESSIONAL PROFILE

Aspiring Technical Artist currently working as an Assistant Lecturer in Games Technology with a Master's degree in Game Studies and Engineering, and a First Class Bachelor's degree in Games Technology. Proficient in C++ and experienced in developing engaging game mechanics and systems. Proven ability to collaborate with cross-functional teams to deliver high-quality game content. Certified AFHEA with a passion for mentoring and guiding the next generation of game developers. Proficient in using cutting-edge tools and techniques to create high-quality visuals. Proven ability to collaborate with cross-functional teams to deliver game content.

## TECHNICAL SKILLS

- **Programming Languages:** C++, C#, Python
- **Game Engines:** Unreal Engine, Unity
- **Software:** Adobe Creative Suite (Substance Designer, Substance Painter, Photoshop), Blender, 3DS Max, GitHub
- **Skills:** PBR Material and Shader development, Lighting Techniques, Game Design, AI Systems, GUI Development, VFX, 3D Math and Physics

## WORK EXPERIENCE

### Assistant Lecturer in Games Technology BSc/MSc

Coventry University | Mar 2022 – Present

- Developed and delivered curriculum content for C++ programming and VFX modules.
- Led the development of Best Education Programme, recognised at Scottish Games Week Awards 2023.
- Mentored students in programming, VFX, 3D modelling, animation, and graphics programming, enhancing their technical and creative skills.
- Supervised and reviewed student projects, providing constructive feedback and guidance.

### Customer Service Call Agent

Meritus Plus (LLC) | Jun 2018 – Feb 2022

- Handled technical and quality issues with precision, demonstrating strong problem-solving skills.
- Utilised both written and verbal communication skills techniques to sell products and ensure customer satisfaction and confidentiality.

### Office Assistant

Medis Adria (LLC) | Jun 2019 – Aug 2019

- Provided versatile support across various administrative tasks, emphasizing adaptability and efficiency. Proven ability to work effectively in cross-functional teams.
- Managed packing, shipping, and meticulous invoice entries, optimizing workflow efficiency.
- Versatile and efficient in managing diverse tasks and projects.

## **EDUCATION**

### **Game Studies and Engineering MSc**

Faculty of Humanities and the Faculty of Technical Sciences, Alpen-Adria University Klagenfurt

Oct 2021 – Feb 2024

- Master's Thesis project: Exploring Betterment of User Interfaces in Video Games through Virtual Reality
- Relevant Modules: Human Centered Computing I, Game Engineering, Game Studies

### **Games Technology BSc (Hons) First Class**

Faculty of Engineering, Environment and Computing, Coventry University

Sep 2018 – May 2021

- Dissertation project: Developing an Algorithm-Based Material Generation Workflow for Producing Realistic PBR Materials
- Relevant Modules: 3D Modelling and Animation, Concept Development for Games Design

## **ADDITIONAL SKILLS & QUALIFICATIONS**

- Associate Fellowship of the Higher Education Academy (AFHEA)
- Certified Adobe Illustrator (ACA): Digital Illustration
- Certified Adobe Photoshop (ACA): Visual Communication

## **REFERENCES**

Available upon request.