

Muhammad Ahmad

Software Engineering Student

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Resume Summary

Enthusiastic and skilled Software Engineering student with a passion for game development. Proficient in game mechanics, scripting, and programming. Experienced in creating 2D and 3D games using Unity and C. Completed projects include a 2D platformer and a space shooter game. Strong problem-solving abilities and object-oriented programming skills. Eager to leverage academic knowledge and creativity to contribute to innovative game development projects. Seeking an internship or entry-level position in the gaming industry to further develop technical expertise and make meaningful contributions to cutting-edge gaming experiences.

Education

Bachelor of Science in Software Engineering COMSATS University Islamabad, Sahiwal Campus
Expected Graduation: 2025

Skills

- Game Mechanics
- C Sharp Scripting
- Game Programming
- Problem Solving
- Object-Oriented Programming (OOP)
- Game Physics
- Typing Speed: 50-60 words per minute

Certifications

- **C Sharp Immersive Course by Coursera**
 - Certificate completion date: July 2023
- **Introduction to C Sharp and Unity (C Sharp Specialization Course) by Coursera**
 - Certificate completion date: July 2023

Projects

- | | |
|---|-----------------------|
| 2D Platformer Game | June 2023 - July 2023 |
| <ul style="list-style-type: none">• Developed a 2D platformer game using unity C Sharp.• Implemented Player Movements, collisions detection, unity User Interface (UI).• Implemented Enemy and Obstacles, sounds and music, Camera and Game Manager | |
| Space Shooter Game | April 2023 - May 2023 |
| <ul style="list-style-type: none">• Developed a Space Shooter Game using Unity C Sharp.• Worked in a team of 3 people in Smester Project.• Implemented Enemy and Obstacles, sounds and music, Camera and Game Manager | |