Shaikh Akif
Game Developer

My Contact

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Hard Skill

- **Programming Languages:** C#, C++, Python, JavaScript.
- **Game Engines:** Unity (expert), Unreal Engine (proficient).
- **Game Development Platforms:** Mobile (iOS, Android), PC.
- **PhotoShop**
- **Version Control:** GitHub, GitLab.
- **Project Management Tools:** Jira, Trello.
- **Problem-Solving & Collaboration.**

Soft Skill

- Observation
- Decision making
- Communication
- Multi-tasking
- GitHub Version Control
- Jira & Trello
- Blender
- MERN Stack

Education Background

- **School**

  St.Augustine English medium (CBSC)

- **college**

  Backstage Pass Institute of Gaming and Technology(JNAFAU), Hyderabad

Career objective

Hello, I'm a passionate Unity Game Developer with over 4 years of experience on making games.
I hold a bachelor's degree in Game Development from the Backstage Pass Institute of Gaming and Technology, Hyderabad, and I've had the privilege of working with various indie studios and development teams.

Work Experience

Game Developer, Brahman Studios & Secernate Games (2023 – 2024) - Jr. Developer
- Developed gameplay mechanics, graphics, audio, and user interfaces for various projects.
- Wrote clean, efficient code in multiple programming languages to optimize performance across platforms.
- Identified and resolved bugs, ensuring smooth gameplay experiences.
- Contributed to the development of an open-world RPG, focusing on gameplay, graphics, and interface design.
- Collaborated with artists, designers, and developers to troubleshoot issues and meet project milestones.
- Utilized GitLab for version control and project management.

Game Developer, Level2Games (2022 – 2023) - Intern
- Contributed to game development by implementing mechanics, graphics, and optimizing code.
- Wrote clean, maintainable code in multiple languages, adhering to best practices.
- Assisted in fixing bugs and optimizing game performance.
- Collaborated closely with team members to meet deadlines and project goals

Freelancer (Remote) - 2020 – Present
- Developed customized game mechanics, graphics, and user interfaces for clients across diverse genres.
- Worked closely with clients to define project scopes, game requirements, and deliverables.
- Delivered high-quality mobile and PC games within tight deadlines, ensuring optimal performance and minimal bugs.
- Utilized Unity and C# for most projects, and worked with Unreal Engine when needed.
- Independently managed projects, utilizing version control (Git) and project management tools (Trello, Jira).

Game Project

- **The Ultimate Resort** A Idle simulation resort management game (Video link)
- **Sea Monster** a hybrid casual 3D game made for mobile gameplay style is similar to archero.io.
- **Wheelchair Runner** a hyper casual 3D game made for mobile with a unique style of gameplay. (Video link)
- **TypeToFight** a hyper casual puzzle game made for mobile where you can put your vocabulary skills to test! (Video link)
- **Galactic War** It's a thrilling space war multiplayer deathmatch game.(Video link)

  portfolio link - shaikh-akif-portfolio.netlify.app

Hobbies

- Drawing
- Playing Games
- Listening Music
- traveling