

MOHAMMED WALEED

GAME DEVELOPER

CONTACT

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Aligarh , U.P.

[Portfolio](#)

ABOUT ME

Passionate and skilled game developer with a strong foundation in coding and hands-on experience in Unity (2D and 3D). Proven ability to design, develop, and deliver engaging solo and team projects, complemented by active participation in game jams. Adept at problem-solving, collaboration, and adapting to new tools and technologies to create immersive gaming experiences.

SKILLS

- Unity Engine
- Godot Engine
- C# Programming
- System Development
- AI & Physics
- UI/UX Development
- Game Mechanics

LANGUAGES

- English (Fluent)
- Hindi (Fluent)

EDUCATION

2023-2025

M.SC. IN GAME TECHNOLOGY

ICAT Design and Media College
Bangalore

2019-2022

BACHELOR'S IN COMPUTER
APPLICATIONS

KIIT University
Bhubaneswar

PROJECTS

- Tiny Titans**
3D Action Platformer
 - It is a 3D platform adventure game, where you have to collect memory fragments to complete levels and get to the end. It has mechanics such as shooting, platforming and dodging.
- Return To Origins**
2D Puzzle
 - This is a 2D isometric mobile game which was made for Nostra Game Jam by our team.
- Pop Duel**
Multiplayer Arcade
 - This is a 3D local multiplayer game that our team made for the Global Game Jam Bangalore 2025.
- WiP (Work in Progress)**
2D Top Down
 - Built a prototype Unity game from scratch, implementing core systems (dialogue, missions, inventory, lock-and-key chests, and JSON saving) to showcase gameplay architecture and problem-solving skills.

CERTIFICATIONS

- Narrative Design Course**
Udemy

SOFTWARES

Unity 

GitHub 

Godot 

Visual Studio 

Aesprite 

Unreal 