

# Mohammed Waleed

He/Him • +91 9897138938 • waleedansari257@gmail.com

## EDUCATION

### Bachelor's in Computer Application

KIIT Group of Institutions • Bhubaneswar

### Master's in Game Technology

ICAT Design and Media College • Bangalore

## PROJECTS

### Tiny Titans

This is the major project I am currently working on with a team as a developer. 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 like shooting, platforming and dodging.

### Kazuki's Blade vs Ogres

This is a 2D platformer game that I made using Unity. I added mechanics such as player movement and jump with a combo attack system.

### Zero Deaths

This is a 2D platformer where you have to avoid obstacles and complete each room. If the player dies once the game restarts. This was my first ever unity project.

### Server Siege

This was a team project that was made for Brackeys Game Jam. It is a 2D platformer where the game mechanics has a puzzle system that the player has to solve puzzle to fix the servers and kill enemies.

### Food VS Germs

This is a tower defense game for android. In this game you get currency by killing germs and then using this currency to get more utensils to defend your food.

### Return To Origins

This is a 2D isometric mobile game which was made for Nostra Game Jam by our team. I was the developer for the movement, level mechanics and puzzle mechanics.

## SKILLS

**Languages:** C#, C++

**Game Engines:** Learning Unreal, Unity

**Design:** Gameplay design, Level Design, System design

**Misc:** ChatGPT, Git, Visual Studio