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
Bhubaneshwar

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.

- **Kazuki's Blade vs Ogres**
  2D Platformer
  - 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.

- **Pop Duel**
  Multiplayer Arcade
  - This is a 3D local multiplayer game that our team made for the Global Game Jam Bangalore 2025.

- **Return To Origins**
  2D Puzzle
  - This is a 2D isometric mobile game which was made for Nostra Game Jam by our team.

CERTIFICATIONS

- **Narrative Design Course**
  Udemy

SOFTWARES

Software	Rating	Software	Rating
Unity	●●●●○	GitHub	●●●●○
Godot	●●○○○	Visual Studio	●●●●○
Aesprite	●●●○○	Unreal	●●○○○