

Mohammed Waleed

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Game Developer

Passionate and skilled game developer with a strong foundation in coding and hands-on experience in Unity (2D and 3D). Currently pursuing a Master's in Game Technology, expanding expertise to Unreal Engine and Godot. 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.

EDUCATION

Bachelor's in Computer Application

KIIT Group of Institutions • Bhubaneswar

Master's in Game Technology

ICAT Design and Media College • Bangalore

CERTIFICATIONS

Narrative Design Course

Udemy

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.

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 Godot, Learning Unreal, Unity

Development: Gameplay, Level Design, System development

Misc: ChatGPT, Git, Visual Studio