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 • Bhubaneshwar

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 liek 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 platfomer 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 Godot, Learning Unreal, Unity

Development: Gameplay, Level Design, System development

Misc: ChatGPT, Git, Visual Studio