

STUDENT PORTFOLIO



Mohammed Waleed

About me:

My name is Mohammed Waleed.

I was really interested in video games since schooldays and spending time on a computer when I was young, really fueled my interest.

I completed my bachelor's degree in Computer Applications and decided to pursue to learn video game development.



MY EDUCATION:

- >High School - Our Lady of Fatima Senior Secondary School, Aligarh
- >Inter School (+2) - Al-Barkaat Public School, Aligarh
- >Bachelor's Degree - BCA (Bachelor of Computer Application)

MY SKILLS:

Coding languages - C++,C#.

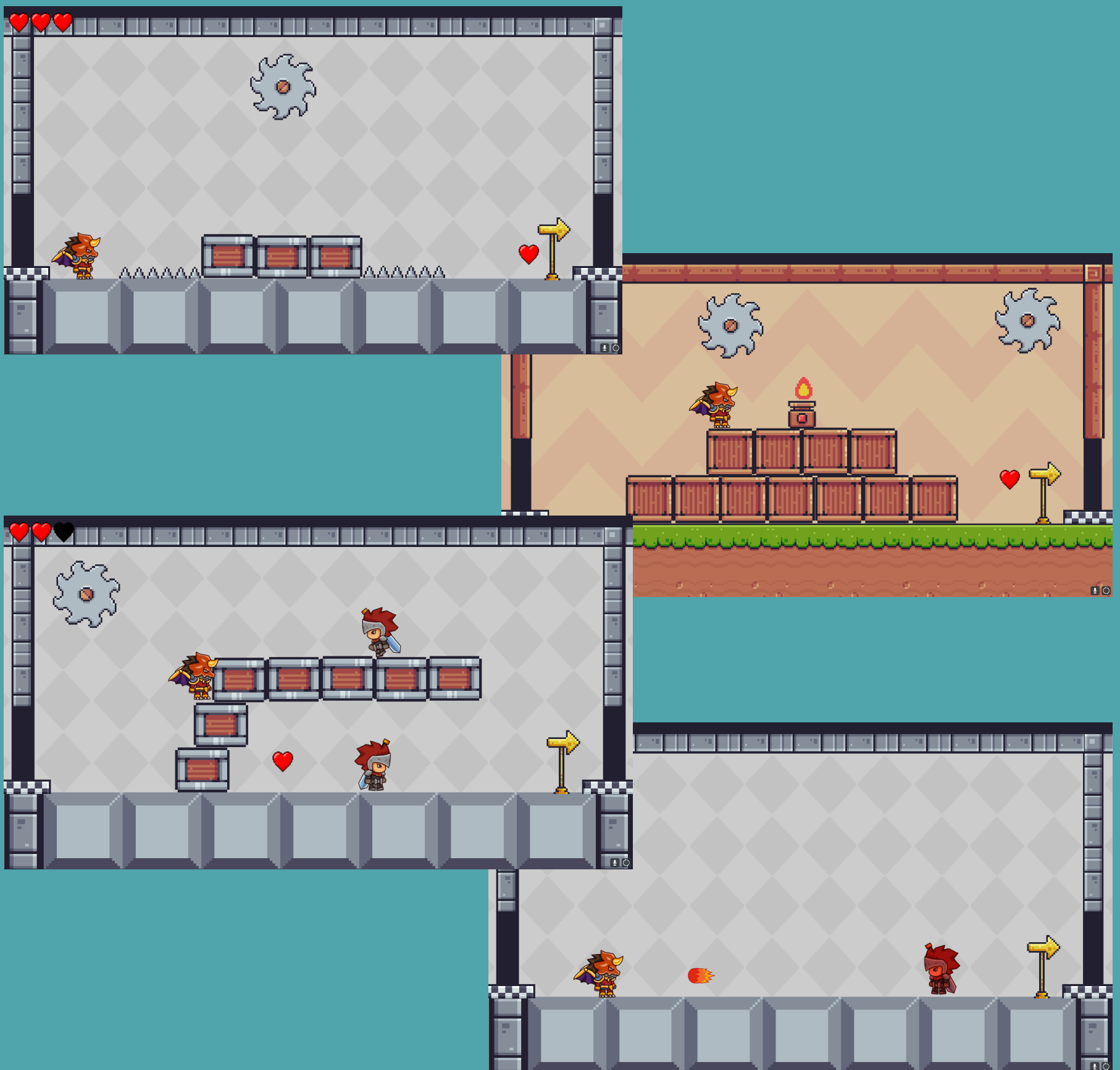
I learned languages such as C++, Java, Python, etc. during my BCA but C++ has always been my strong language. I am really good at error detecting and debugging C++ codes.

Tools - Unity.

In my final year of BCA I made a 2D platformer using Unity. I have basic experience with Unity and planning to learn more in the future.

PROJECT:

I made a 2D Platformer for my final year project for my BCA. I used the programming language C# and the game engine Unity. Here are some screenshots:



For My Future:

->I have always been fascinated by the creative potential of video games and the way they can transport players to new worlds and experiences.

->I am constantly inspired by the creativity and innovation in the industry and strive to learn as much as I can about the tools and technologies that make it possible

->I am eager to immerse myself in the world of game development and make a meaningful contribution to the industry. I am committed to working hard, staying up-to-date on the latest trends and technologies, and always pushing myself to improve as a game developer.

Contact:

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