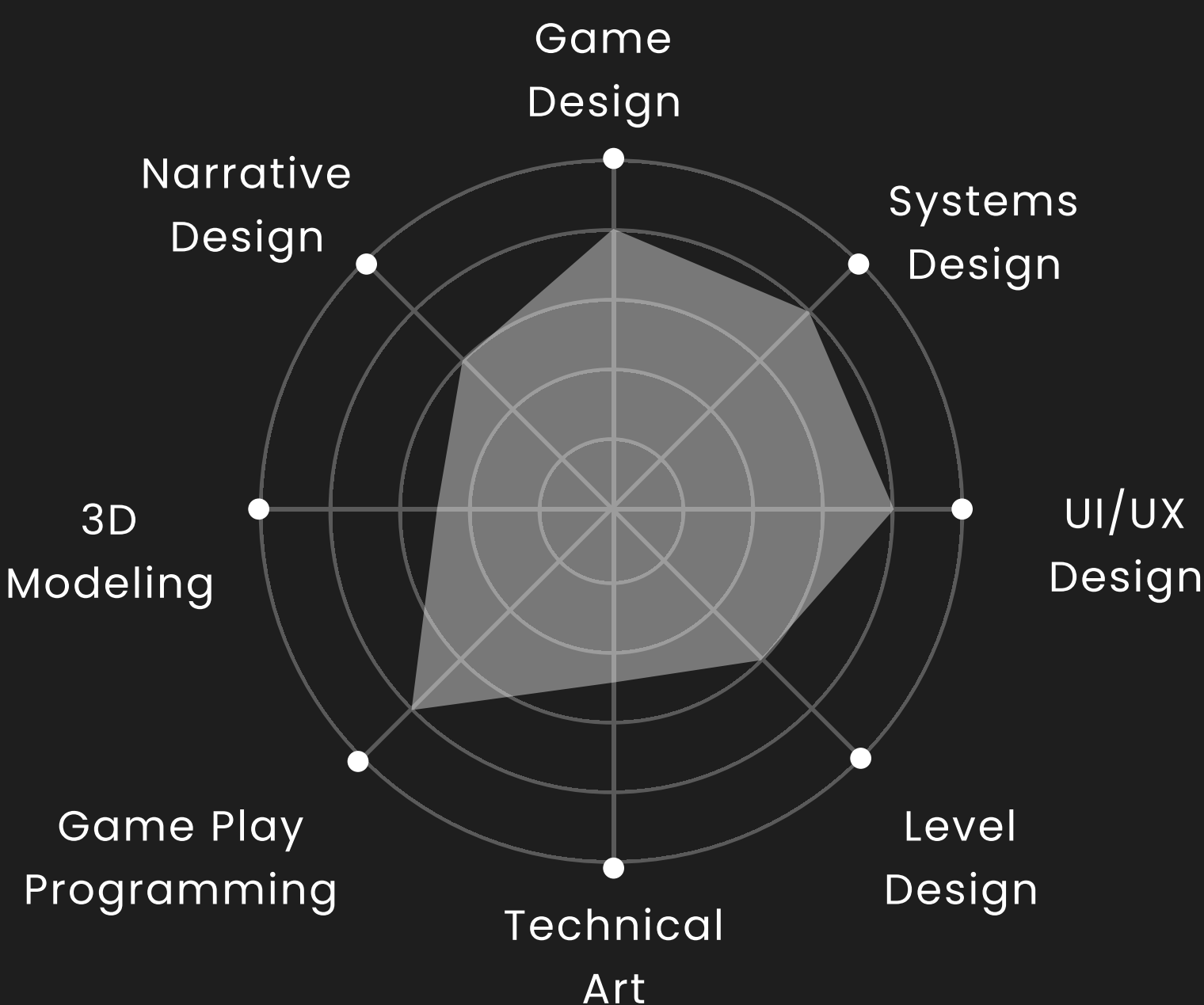


Musse Hidru

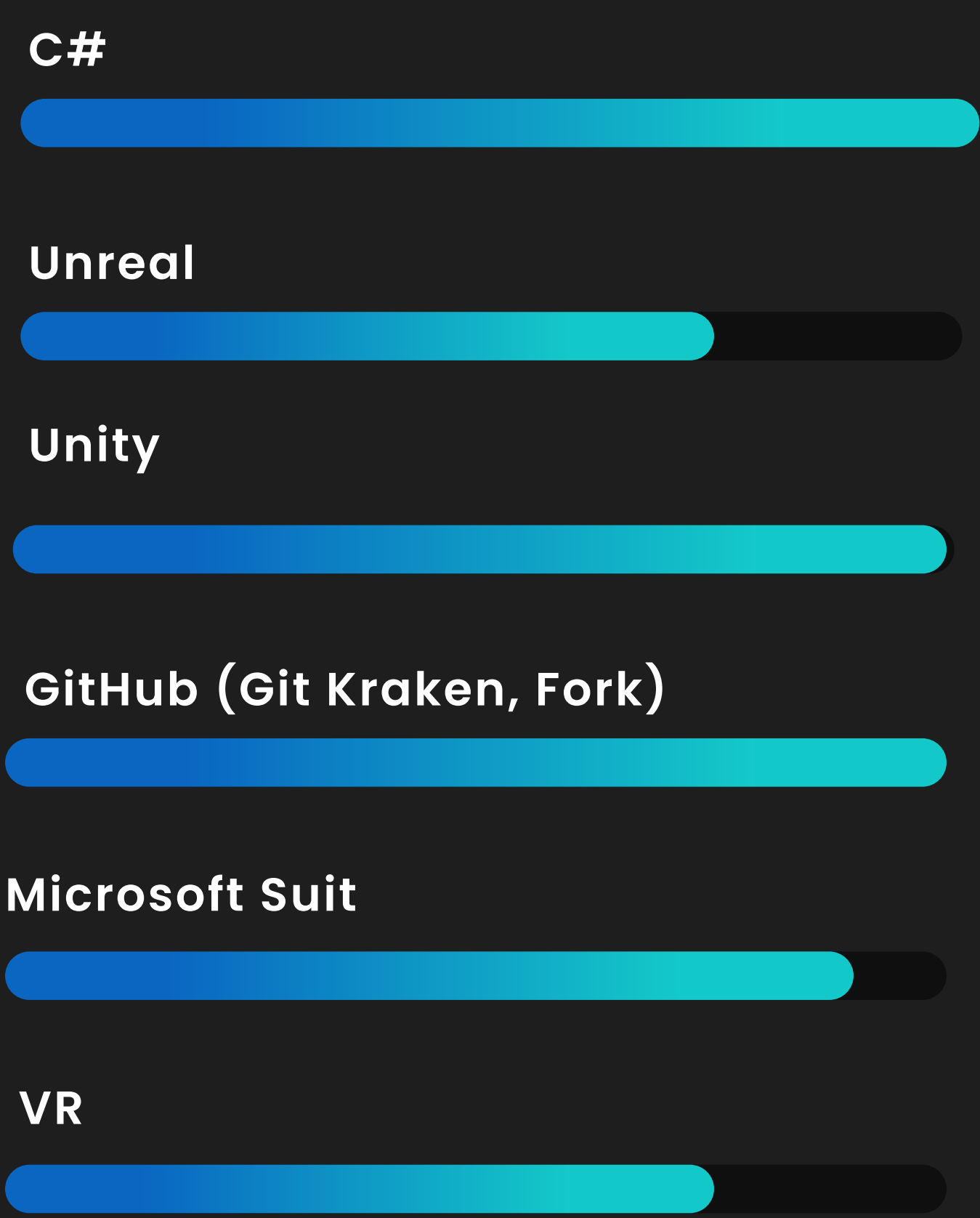
About Me

I'm Musse, A Game Developer With Over Two Years Of Experience Creating Small Games And Programming In C# With Unity. I Specialize In Game Design, Focusing On Systems Design And UX To Build Immersive, Intuitive Game Play.


My Approach Combines Technical Skill And Design Insight To Craft Seamless, Engaging Player Experiences. I'm Passionate About Refining Game Mechanics To Enhance Interaction And Player Satisfaction.



My Skills



Studies



Bow Valley College

Advanced Game Development

Diploma 2022 - 2024

My Experience





Bow Valley College

Educational Assistant

March 2024 - Present



Kraken Hunters - Indie Team

Programmer | Game Designer

March 2024 - Present




Knite Studios - Indie Team


Programmer | Game Designer

September 2023 - March 2024


My Socials




Electromos26



Musse Hidru



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