FAISAL MUJAHID

Game Programmer

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Unity Game Developer with a passion for designing engaging, immersive gameplay experiences. Experienced in game testing, game mechanics design, and full-stack project execution. Excellent team leadership, communication, and debugging skills, seeking to utilize my technical and creative skills to contribute to innovative game projects

EDUCATION

Institute of Innovation in Technology and Management, Delhi Bachelor's Degree in Computer Applications	10/2022 – 09/2025 CGPA:- 9.3(Expected)
Summer Fields School, Gurugram Senior Secondary - 12th Grade	04/2021 – 04/2022 Percentage:- 75%
Summer Fields School, Gurugram Secondary - 10th Grade	04/2019 – 03/2020 Percentage:- 87%

SKILLS

Technical Skills: C#, Gameplay Mechanics, Level Design, Game Testing, Debugging, C++.
Tools and Software: Unity 3D and 2D, NavMesh, Git, Python, SQL, MongoDB.
Soft Skills: Leadership, Time Management, Public Speaking, Project Management.

PROJECTS

CURAHUNT

- Led development of Curahunt, a full-stack app that won 2nd place at the Interware hackathon.
- Handled database design with MongoDB, learning and implementing it during the tight deadlines.
- Acted as team lead of 5 members and SPOC, strengthening leadership and communication skills.

LIGHT THE LANTERNS

- Built Light The Lanterns, an exploration game in Unity with player movement and camera systems.
- Developed lighting, animation, and interaction features for a peaceful game experience.
- Completed full dev cycle solo, from prototype to publish, gaining end-to-end game dev experience.

STARLIGHT DASH

- Developed StarLight Dash, a fast-paced platformer with coin collection, traps, and enemy AI.
- Designed challenging level featuring pendulums, spinning saws, and dynamic obstacles under 3 days as an Internship Test.
- Implemented enemy pathfinding and gameplay systems to enhance difficulty and player engagement.

WORK EXPERIENCE

GAME TESTING FREELANCE   01/2024 – 01/2025
Game Tester- A LionBridge Games Company, India

- Evaluated level flow and pacing to ensure balanced and natural gameplay progression.
- Assessed visual and audio elements for consistency, quality, and player immersion.
- Documented clear, reproducible bug reports with environment details and behavior analysis.

CORE MANAGEMENT TEAM COORDINATOR   09/2023 – 01/2025
Google Developer Group IINTM, Delhi

- Coordinated all events, campaigns, and programs for the organization.
- Led Tech Tycoons (Feb 24–26), curating a lineup of game developers, designers, and publishers.
- Hosted and managed Devlution (July 21), featuring 7 industry speakers.

CERTIFICATES AND COURSES

CLOUD COMPUTING FUNDAMENTALS: BY GOOGLE CLOUD	03/2024 – 04/2024
UNITY ESSENTIALS PATHWAYS: BY UNITY TECHNOLOGIES	06/2025 – 07/2025
DATA SCIENCE AND MACHINE LEARNING USING PYTHON: BY SHAPE MY SKILLS	07/2024 – 08/2024
DEVELOP GENAI APPS WITH GEMINI AND STREAMLIT SKILL: BY GOOGLE CLOUD	04/2024 – 05/2024