

# 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

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

Game Tester- A LionBridge Games Company, India

01/2024 – 01/2025

- 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

Google Developer Group IINTM, Delhi

09/2023 – 01/2025

- 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

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| <b><u>CLOUD COMPUTING FUNDAMENTALS:</u></b> BY GOOGLE CLOUD                       | 03/2024– 04/2024 |
| <b><u>UNITY JUNIOR PROGRAMMER:</u></b> BY UNITY TECHNOLOGIES                      | 07/2025– 08/2025 |
| <b><u>DATA SCIENCE AND MACHINE LEARNING USING PYTHON:</u></b> BY SHAPE MY SKILLS  | 07/2024– 08/2024 |
| <b><u>DEVELOP GENAI APPS WITH GEMINI AND STREAMLIT SKILL:</u></b> BY GOOGLE CLOUD | 04/2024– 05/2024 |