Farheen Naaz

farheenreshma577@gmail.com| +91-8279678569 | **linkedin.com/in/farheen-naaz-426212321**

EDUCATION

Maharishi Markandeshwar University   **Mullana, India**

Bachelor of Technology in Computer Science Engineering   *Graduation Date: Jul 2028*

SOPHIA GIRLS' SENIOR SECONDARY SCHOOL   **Saharanpur**

senior secondary   *Graduation Date: Apr 2024*

High school   *Graduation Date: Apr 2022*

PROJECT EXPERIENCE

SpinQuest

*Developed a **puzzle game** in Unity*

- Designed all levels independently with a focus on tricky, mind-engaging challenges.
- Implemented rotation mechanics and puzzle logic using **C# scripting**.
- Created an innovative gameplay style that requires critical thinking to progress through levels
- Project Link: https://farheen-naaz.itch.io

Platypop

Developed a 2D platformer game in Unity

- Designed and built multiple levels **manually**, focusing on balanced difficulty and progression.
- Added a unique **trophy-based progression system**, where collecting a level's trophy unlocks the next stage.
- Project Link: Platypop on LinkedIn

RushTrack

Developed 2D Endless Runner Game

- Developed an endless runner where players collect coins while avoiding dynamically spawned obstacles.
- Implemented obstacle spawning system to increase difficulty progressively.
- Designed smooth player controls for responsive and engaging gameplay.
- Project Link: RushTrack on LinkedIn

BotPath

Game Developer

- Developed a simple endless runner where the player jumps to avoid obstacles.
- Gained hands-on experience in Unity and C# programming through creating the first playable game.
- Implemented basic player controls and game mechanics to understand game development fundamentals.
- Project Link: https://farheen-naaz.itch.io

Pew Pew Heros

Developed an FPS game in Unity

- Designed and programmed enemy AI to patrol and chase the player, enhancing challenge and engagement.
- Implemented gun mechanics including reloading animations for a realistic gameplay experience.
- Project Link: https://farheen-naaz.itch.io

SKILLS & INTERESTS

Skills: Programming Languages: C#, Python; Game Development Tools: Unity Engine, Rigidbody Component, Collider Component, Cinemachine

Key Competencies: Game Physics, Level Design, Collision Detection, Procedural Generation

Soft Skills: Problem Solving, Teamwork, Creativity

Interests: Game development, interactive software solutions, arts and craft

ACHIEVEMENTS

- First prize in Code Relay,2024
- Third Prize, Fine Arts, 2023
- Winner, Online Contest in Arts and Craft, 2022