

Mohammad Monis

IT Student at Chandigarh Group of Colleges

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Projects

Giant Survival — Indie Game Developer

- Started in March 2022 and finished on 27 April 2022.
- Developed a game using **CHash** and **Unity**.
- Added **sounds**, **themes**, and **UI**.
- Game Link: <https://general-m.itch.io/giant-survival>

2D Action Game — Indie Game Developer

- Started in May and finished on 06 June 2023.
- Created a **2D action game** with **CHash** and **Unity**.
- Developed **weapons** and **power-ups**.
- Link: https://drive.google.com/file/d/1XxSlAeEoJ9bfsmxh_ZpHkJ51101Yjhg/view

MY PORTFOLIO WEBSITE

- Started in June and finished in August 2023.
- Created an app using **React**.
- Added **contact options**, **glimpse of me**, **download CV**.
- Live demo of my **projects**.
- Link: <https://mohammadmonis.netlify.app>

What I Learned

- I've learned **Unity basics**, **CHash fundamentals**, **2D character animation**, **player control**, **hazard creation**, **UI design**, **sound integration**, and **game publishing**.
- **CHash programming** for **character movement**, **projectile shooting**, and creating diverse enemy types with unique abilities like **summoning**, **chasing**, and **attacking**. I excel in designing multi-stage boss fights using **state machine behaviors**, developing various **weapons** and **health pickups**, and enhancing gameplay with **particle systems** and **2D sprites**. Proficient in implementing user-friendly **UI systems** and seamless **scene transitions** using **UI panels** and **animations**.
- Building applications with **React**. Using **React hooks**. Incorporating **React icons** from external libraries. Crafting modern and responsive designs using **CSS3**. Implementing multiple **contact options** for enhanced user experience. Integrating **swipe.js** into **React apps** for creating carousels and slides. Deploying websites and making them accessible on the internet.

Experience

Internship Trainee — OrigamiGames

Jun 2022 - Jul 2022 (2 months) India (Hybrid)

- Competed with **50 applicants** and secured one of **10 openings**.
- Worked on **2D animation games** using **Unity** and **CHash**.

Education

B.Tech in Information & Technology

Chandigarh Group of Colleges, Landran (2020-2023)

Score: 73%

Intermediate (CBSE)

Asha Modern International School, Saharanpur (2019-2020) **Percentage:** 58.8%

Matriculation (CBSE)

New Era Academy, Saharanpur (2016-2017) **Percentage:** 82%

Certifications

- Participated in Smart India Hackathon.
 - Completed CHsah Programming Core Concepts from Udemy.
 - Completed C++ Programming Core Concepts from Coding Ninja.
 - Unity 2D Game Development Courses from Udemy.
- All Certificates Link: <https://drive.google.com/drive/folders/1Xu8YwoitU5WgZTbiKwH5wwcd9CAI5TcS>