

## PROFILE SUMMARY

An enthusiastic and driven junior developer with a strong foundation in software development, game design, and web technologies. With a proven ability to self-learn and a keen eye for detail, successfully executed a collaborative cartoon project at freelancing that launched on Netflix and generated over 3 million views and a revenue of over 100 thousand dollars. Currently looking to contribute my skills in a dynamic environment, bringing value through continuous improvement, problem-solving, and innovation.

## PROFESSIONAL EXPERIENCE

### Personal Project 3D Platformer Game (Unreal Engine)

Aug 2024 - Present

Developed a 2D platformer game using Unreal Engine and C++.

Implemented player mechanics, enemies, and basic AI behaviours.

Currently Integrating the Gameplay Ability system and Behavioural trees

Technologies Used: Unreal Engine, C++

### Online Portfolio Website

Mar 2023 - Jul 2023

#### Personal Project

Designed and developed a personal portfolio website to showcase project work and skills. - Used HTML, CSS, and JavaScript for front-end design and interactivity. - Implemented a responsive design to ensure compatibility across devices. - Hosted the website using GitHub Pages, enabling a public URL for showcasing to potential employers

**Technologies Used:** HTML, CSS, JavaScript

### NET Blog Application Group Project

Sep 2022 - Feb 2023

Collaborated with a team to develop a blog application using .NET Core and Entity Framework.

- Worked on back-end functionality, including user authentication, post creation, and comment system.

- Integrated a SQL database to store blog posts, users, and comments.

- Applied Agile methodologies to manage sprints, tasks, and team collaboration.

**Technologies Used:** NET Core, Entity Framework, SQL, Visual Studio

## EDUCATION & CERTIFICATIONS

### Epic Games Certificate, Game Design

Sep 2024 - Nov 2024

Certificate of Game Design, Coursera

### BTEC Information Technology

Sep 2022 - Jul 2024

Diploma in Information Technology, City Of Wolverhampton College

### Web Development

Mar 2024 - Jul 2024

Certificate of Web Development Udemey

### C++ For Game Development

Sep 2023 - Mar 2024

Certificate of C++ Game development, Udemey

## TECHNICAL SKILLS

**Programming Languages:** Proficient in C++, C#, and JavaScript; foundational knowledge in Python, HTML, CSS.

**Frameworks & Libraries:** Experienced with .NET Core and ASP.NET for backend development; beginner in React.js for frontend development.

**Game Development Engines:** Competent in Unreal Engine for C++-based game mechanics and Unity for rapid prototyping of game ideas.

**Database Management:** Skilled in SQL and MySQL for data handling, data structuring, and integration with web applications.

**Version Control:** Comfortable with Git and GitHub for code management and collaboration, ensuring seamless version control and teamwork.

**Development Tools:** Familiar with Visual Studio and Visual Studio Code for software and game development; adept at using these tools for efficient coding and debugging.

## INTERPERSONAL SKILLS

Expert in teamwork

Creativity

Quality communication skills

Excellent in time management

Adaptability.

Excellent in paying attention to details.