

Muhammad Abdullah

Programmer

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Professional Summary

Aspiring software developer with hands-on experience in Python and C++ programming, along with game development using Godot Engine. Developed several projects including a Car Rental System prototype and multiple 2D games, demonstrating strong problem-solving skills and creativity in software development.

Technical Skills

- **Programming Languages:** Python, C++
- **Game Development:** Godot Engine (GDScript), 2D game design
- **Software Development:** Object-Oriented Programming (OOP), algorithms, data structures
- **Tools & Platforms:** Git, Visual Studio Code, Linux/Windows environments
- **Other Skills:** Problem-solving, debugging, prototyping

Projects

Car Rental System Prototype

- Developed a console-based car rental management system in **C++**
- Implemented features for adding, removing, and searching vehicles
- Used file handling to store and retrieve car data

2D Platformer Game (Godot Engine)

- Designed and programmed a 2D platformer game using **GDScript**
- Implemented player movement, enemy AI, and level design
- Added particle effects and sound for better gameplay experience

Tower Defense Game (Godot Engine)

- Created tower defense game with total of 10 waves
- Developed game mechanics including scoring and timer systems
- Optimized performance for smooth gameplay