

About Me

I'm Mohamed, a passionate programmer who loves building games, websites, and interactive experiences. I enjoy turning ideas into digital reality and constantly strive to improve my skills and learn new technologies.

Technical Skills

Programming Languages:

- Dart / Flutter
- HTML / CSS / JavaScript
- Python

Game Development Tools:

- Godot Engine (3D Games, Multiplayer, Character Movement, Wall Running)
- World Design & Open Worlds

Web Development:

- Responsive Design
- Dark/Light Mode Support
- Font Awesome Icons
- Interactive Website Features

Projects

1. Voxle Craft Demo:

A 3D voxel-based game inspired by Minecraft with parkour mechanics and multiplayer features using Godot

2. MKCode Website:

My personal site for showcasing my projects. Dark green theme, responsive design, and Font Awesome integration.

3. 'Al-Abtal' Educational Platform:

A web platform focused on teaching programming and subjects in Arabic, featuring YouTube teachers and