Mohammed Marjan Ahmed Mashud
07498128499 | marjan14362@gmail.com | LinkedIn | Itch.io

Education & Qualifications

Manchester Metropolitan University | September 2023 - October 2024
MSc (Hons) Computer Games Development
Grade:
Merit (2:1 Class Honours)
Relevant Modules:
Games Programming**,** Games User Research, The Games Industry, Rapid Games Prototyping, Games Studio

Manchester Metropolitan University | September 2020 - June 2023
BSc (Hons) Computer Games Development
Grade:
1st Class Honours
Relevant Modules:
Computer Games Fundamentals, Computer Systems Fundamentals, Intro to Web Design & Development, Programming, Algorithm & Data Structures, Computer Games Design, Computer Graphics, Professional Development, Advanced Computer Games Design, Advanced Computer Graphics, Advanced Games Development

Oldham Sixth Form College | September 2018 - May 2020
IT Extended Diploma Level 3
Grade:
D*D*D*

The Radclyffe School | September 2013 - July 2018
English Language - 4 **||** English Literature - 4 **||** Combined Science - 4-3 **||** Mathematics - 4 **||** ICT - D **||** Computer Studies - 3 **||** Art - 5 **||** Graphic Design - F

Skills
Programming Languages: C#, .NET, Java, HTML, C++, Python
Developer Tools: Visual Studio, Unity, Blender, Github, Jira, Aseprite, PowerPoint, MySQL
Abilities: Programming, Games Designing, UI Designing, Games Developing, Games Prototyping, Modelling, Texture Editing

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Notable Projects

3D School Demo | Itch.io Webpage
Developed a 3D interactive demo based on secondary school showcasing subjects to tackle and complete minigames to the best of the player's abilities.
- **Technologies Used:** Unity (Game development engine), PowerPoint (UI assets creating), Youtube (Watching tutorials), C#.
- **Experience Gained:** Developing & producing a 3D game, adding UI elements onto canvas effectively, scene transitions, loading screen implementing, splines implementing, scrollbars, score counter, learning new C# techniques.

2D School Demo | Itch.io Webpage
Developed a 2D interactive demo based on secondary school showcasing subjects to tackle and complete minigames to the best of the player's abilities.
- **Technologies Used:** Unity (Game development engine), PowerPoint (UI assets creating), Youtube (Watching tutorials), C#.
- **Experience Gained:** Adding UI elements onto canvas effectively, scene transitions, score counter, sprite animation, animator controller, C# skills enhanced.

Geometry Spawning Shooter Game | Itch.io Webpage
Developed a 2D shooter inspired demo where the player must avoid musical notes and collect enough rings to unlock a gun to shoot the enemy until they are defeated and the player completes the level.
- **Technologies Used:** Unity (Game development engine), PowerPoint (UI assets creating), Youtube (Watching tutorials), C#.
- **Experience Gained:** spawning objects into scenes, prefabs, removing objects out of scene depending on collisions, scene transitions, increase/decrease integers, sprite animation, animator controller, C# skills enhanced.

Pinball Demo | Itch.io Webpage
Developed a 3D pinball demo where players must use the spacebar to ping a ball u[wards and manage it to reach the goal ring, before time runs out.
- **Technologies Used:** Unity (Game development engine), Youtube (Watching tutorials), C#, Sketchfab (model resources).
- **Experience Gained:** First ever Unity game developed, became accustomed to basic Unity features, C# script implementations, slider bar progress update, collider trigger events.