

Mohammed Marjan Ahmed Mashud

07498128499 | marjan14362@gmail.com | [Portfolio Website](#) | [LinkedIn](#) | [Github](#) | [Itch.io](#)

Overview

Creative and driven developer with experience in C#, JavaScript, HTML, CSS, and ASP.NET Core. Skilled in building games, websites, and applications using Visual Studio, Unity, Blender, and GitHub. Passionate about user-focused, functional design. Seeking roles in .NET, web, application, or game development involving C#, HTML, JavaScript, or React.

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, ASP.NET Core, HTML, CSS, JavaScript, C++, Python

Developer Tools: Visual Studio, Unity, Git Bash, Command Prompt, Blender, Visual Code, Github, Jira, Aseprite, PowerPoint

Abilities: Programming, Games Designing, Website Developing, GitHub Repos adding, UI Designing, Games Developing, Games Prototyping, Modelling, Texture Editing

Work Experience

Marketing Assistant - The Creative Composite | June 2019

Worked in a team of 4 under the supervision & guidance of Mr Hassan Mushaid. Here, we learned skills & techniques on creating appealing advertisements digitally for dental care using applications such as PowerPoint & photoshop. By the last week of work experience here, Mr Mushaid tested us on creating our own advert using the knowledge we learned. My first 2 drafts were not at exceptional levels and therefore I continued to attend the Creative Composite to improve my piece until it was satisfactory for viewers. Mr Mushaid also allowed us to view a job interview from another candidate with him and then explained to us what we may face in interviews and how to tackle certain questions.

- **Experience Gained:** Teamwork, Communication, PowerPoint, Digital Marketing, Leadership, Punctuality, Appearance.

Notable Projects

Portfolio Website (ASP.NET Core) | [My Portfolio Website](#) | [Source Code](#)

Developed a portfolio website that displays my background, resume & projects to viewers. A contact page and links to my social contacts are also included for use! The website is deployed on Render.com.

- **Technologies Used:** Visual Studio 2022 (IDE), ASP.NET Core (Razor Pages template), HTML, CSS, C#, JavaScript, PowerPoint (Image assets creating), Command Prompt (Command-Line Interpreter), GitHub (Code/git repos hosting platform), Render.com (Deployed my website), Youtube (Watching tutorials).
- **Experience Gained:** Knowledge & skills on using ASP.NET Core (Razor Pages template), enhanced skills using HTML, CSS, JavaScript & C#, knowledge & experience in working with adding repositories on GitHub, using Command Prompt to add repositories to GitHub and replace certain files, using Render.com to deploy this website.

3D School Demo | [Itch.io Webpage](#) | [Source Code](#)

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.

More projects, resume & contact information can be found on my Portfolio Website. Click on hyperlinks above to be redirected to it. Please do not hesitate to contact me for further information.