**Moe Baker**

**Video Game Developer**

[Moe4Baker@gmail.com](mailto:Moe4Baker@gmail.com)

**I Am**

A game developer with passion for creating modular, maintainable code, love everything tech. currently located in Sudan/Africa (GMT +2).

**Skills**

**Gameplay Programming**

creating inventories, character controllers, weapon systems and much more.

**Network Programming**

using technologies such UNET & Photon Unity Networking (PUN).

**Proficiency with the Unity3D API**

creating editor tools and extensions.

**Source Control & Team Experience**

using tools Git (GitHub and GitLab), Slack and Trello.

**Previous Work**

[**Advanced Rigidbody FirstPerson Controller**](https://github.com/Moe-Baker/Advanced-Rigidbody-FirstPerson-Controller)

A Free First Person Controller with features such as crouching, proning, leaning.

[**Card Castle**](https://ldjam.com/events/ludum-dare/41/card-castle)

A Ludum Dare 41 Entry ([**Source Code Available**](https://github.com/Moe-Baker/Card-Castle-LD41)).

[**Kid Monsters Smash Party**](https://gamejolt.com/games/KidMonstersSmashParty/251968)

Created for Ludum Dare.

[**Project CRAWLER**](https://moe-t4.itch.io/project-crawler)

Created for Fig Jam Within 10 Days.

[**UNDERHOT**](https://gamejolt.com/games/UNDERHOT/238113)

A SUPERHOT fan game.

You can also check out my [**GitHub Account**](https://github.com/Moe-Baker/Advanced-Rigidbody-FirstPerson-Controller) and my [**Game Jolt Game Library**](https://gamejolt.com/@Moaid_T4/games) for other works.

**Contact**

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