

# Mohammed Jiyad Thankayathil

## Game Developer

+917510343952    jiyadmon0011@gmail.com    https://mohdjiyad.github.io/Portfolio/    Kochi,kerala

## SUMMARY

I am a BCA(Gaming and Graphics) graduate with a strong foundation in game development and 3D modeling, along with proficiency in various programming languages. My skills in unity, modeling, and web development are complemented by my ability to work collaboratively in multidisciplinary teams. My commitment to continuous learning drives my passion for creating innovative and visually appealing digital experiences.

## EDUCATION

### BCA(Gaming and Graphics)

#### Presidency University

08/2020 - 06/2023    Bangalore, India

### Game Development

#### Big Boy School of Gaming

05/2024 - 01/2025    kochi,kerala

- Developed and implemented core gameplay mechanics using C# and Unity.
- Programmed AI systems for dynamic in-game behaviors.
- Designed and integrated player controls, movement systems, and interactive features.
- Coded obstacle interactions, power-ups, and game-over conditions.
- Optimized C# code to improve performance and ensure smooth gameplay.
- Debugged and tested features to maintain stability and functionality.
- Integrated progression systems, scoring mechanisms, and game logic.

## INTERNSHIP

### Full Stack Python Django with React Intern

#### One Team solution pvt ltd

08/2023 - 01/2024    Kochi

An organization specializing in technology solutions

- Skilled in Python and Django
- Knowledge in object-oriented programming language
- Familiar with Javascript
- Skilled in Frontend development with HTML and CSS

## PROJECTS

### Ghost Pyramid

01/2023 - 01/2023

A 3D FPS game project focusing on graphics and gameplay quality.

- Created and textured five 3D models for game use
- Demonstrated proficiency in 3D modeling software
- Ensured models were optimized for real-time rendering

### Alric - The Explorer

06/2023 - 06/2023

A 2D platformer game that highlights creativity and technical skills.

- Designed and developed a visually captivating 2D platformer game using Unity
- Showcased strong game design and programming skills in C#
- Successfully delivered a polished game project for academic evaluation

### Main Project (Internship)

01/2024 - 01/1970

E-commerce platform with a focus on user experience and interaction.

- Powered by HTML, CSS, JavaScript for front-end and Python and Django for back-end for an intuitive user interface

# PROJECTS

## Mini Project (Internship)

📅 11/2023 - 11/2023

A mini project showcasing frontend development skills.

- Developed an interactive dictionary emphasizing user-friendly design

## Tank War

📅 11/2024

A 3D Tank War game using Unity Engine

- Developed a 3D tank war game in Unity.
- Implemented tank movement, shooting, and collisions.
- Integrated 3D models and animations.
- Programmed enemy tank AI.
- Used c# code for GameplayMechanics.
- Designed battle maps with obstacles.
- Created UI elements and score tracking.

## Zombie Shooter

📅 12/2024

A 3D TPS Survival game

- Developed a TPS survival game set in a forest environment.
- Implemented player movement, aiming, and shooting mechanics.
- Integrated zombie AI for enemy behavior and attack patterns
- .Created a system to collect bullets and manage ammo.
- Designed three types of guns with switchable functionality.
- Used c# code for GameplayMechanics.
- Built a dynamic environment with forest-themed terrain and obstacles.
- Optimized game performance for smooth survival gameplay.
- Debugged and tested to ensure bug-free mechanics.

## Road Race

📅 06/2024

A 2D Car game.

- Developed a 2D racing game with dynamic road obstacles.
- Implemented car movement and speed control.
- Added speed boosters to increase car speed.
- Programmed obstacles that reduce speed upon impact.
- Designed a game over condition when hitting people.
- Created a scoring system based on distance and speed.
- Optimized performance for smooth gameplay.

## Tower Defense

📅 09/2024

A 3D game of Tower Defense to escape from Shooters

- Developed a tower defense game using C# and Unity, focusing on gameplay mechanics and pathfinding systems.
- Implemented a short pathfinder algorithm, allowing enemies to automatically find paths from defense structures to escape.
- Designed and integrated various tower types with unique attack patterns and upgrade mechanics.
- Programmed enemy AI for efficient pathfinding and strategic movement.
- Optimized game performance to ensure smooth gameplay during complex sequences.
- Integrated progression systems, including wave mechanics, difficulty scaling, and scoring.

# SKILLS

Python	Django	HTML	Javascript	CSS	Substance Painter	Unity 3D	Blender3D	C#
Adobe Maya								

# LANGUAGES

English Advanced	●●●●●	Hindi Advanced	●●●●●	Malayalam Native	●●●●●
Tamil Intermediate	●●●●●				