



MUHAMMAD SALAHUDDIN NAUSHAD

GAME DEVELOPER | SYSTEMS THINKER | PROTOTYPE ALCHEMIST

CONTACT

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SKILLS

- Programming
- Game Development
- Rapid Prototyping
- Version Control
- Team Collaboration
- Debugging & Optimization
- Project Leadership

TOOLS

- Unity
- C#
- Plastic SCM
- GitHub
- Pain.net
- Audacity (Basic)

LANGUAGES

- English (Fluent)
- Urdu/Hindi (Fluent)



PROFILE

Built 7+ games. Led teams. Survived dysfunctional ones. Published solo projects, won awards, and rewrote legacy code at 13. I've been programming since I was 11, and I've learned more from chaos than classrooms. I don't have all the answers, but I know how to find them.



WORK EXPERIENCE

JB Technologies 2022
Junior Dev
(Intern)

Joined at age 13 and worked alongside a senior developer exploring Unity and internal tools. Refactored a legacy project to improve game feel, visuals, and technical structure.

MLabs Summer Program 2023
Lead Developer

Solo-developed Chickens vs Humans (in a team jam). Delivered the entire project independently due to team inactivity. Placed in the top 14 and awarded "Ridiculously Engaging Game"

MLabs Summer Program 2024
Unity Developer

Developed slingshot movement systems for Chef's Circuit, a chaotic food platformer. Built modular tools under conflicting team dynamics and design disagreements. Strengthened communication, adaptability, and code quality under stress



EDUCATION/AWARDS/CERTIF...

0 Levels 2024-2025
Happy Home School
Results Pending...

Unity Junior Developer Pathway 2021
Unity Learn

"Ridiculously Engaging Game" Award 2023
MLabs 2023

1st in 11th Grade CS exam(as 9th a grader) 2025
Happy Home School