

NADEEM WALI

GAME DESIGNER

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📍 Sheffield, UK

Recent First-Class Games Design and Development graduate with strong technical and creative skills across gameplay, systems, and technical design. Passionate about creating engaging player experiences and elegant systems. Experienced in rapid prototyping and Unreal Engine development. Eager to bring innovative ideas and technical precision to a professional game development team.

EXPERIENCE

Game Jam Projects

Brackeys Game Jam, Mini Jam, GBJam: 2021 - 2024

Game Designer / Programmer

- Participated in multiple game jams, delivering complete games under time limits.
- Organized and worked in teams using version control and task splitting.
- Designed gameplay loops, mechanics and programmed quick prototypes of features.
- Notable Projects:
 - Punch-Em-Up - 2D brawler with combo-based combat
 - Deep Dive Dash - Underwater endless runner with dynamic difficulty and power ups
 - Starborne - Game Boy-style multi-directional bullet hell shooter

Personal Projects

- HUDCore - Customizable HUD modding framework for PAYDAY 3 (Unreal Engine 4.27)
- Vehicle Customization System - Includes dynamic paint, decals, and material controls along with aero/part swapping (Unreal Engine 5.4.4)
- Mercury Mod Manager - All in one mod manager for PAYDAY 3 which handled mounting mods, organizing load orders, updating mods and easy to implement mod settings (Unreal Engine 4.27)
- FPS Locomotion system - Engineered a first-person movement system combining C++ and Blueprint, focusing on fluid player controls and responsive mechanics. (Unreal Engine 5.4.4)

EDUCATION

Sheffield Hallam University

B.A. in Games Design and Development with a First Class Honors (75.6)