

Nadeem Wali

Technical and UI/UX Game Designer

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.

EDUCATION

Sheffield Hallam University 2021 – 2026

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

Brinsworth Academy 2013 – 2019

9 GCSEs at grades 5-7, Maths (7), English (5)

BTEC in ICT at grade Distinction*

EXPERIENCE

Game Jam Projects 2021 – Present

Brackeys Game Jam, Mini Jam, GBJam

Game Designer / Programmer / Team Lead

- 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.

Personal Projects

- *HUDCore* - Customizable HUD modding framework for PAYDAY 3
- *Vehicle Customization System* - Includes dynamic paint, decals, and material controls along with aero/part swapping
- *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
- *FPS Locomotion system* - Engineered a first-person movement system combining C++ and Blueprint, focusing on fluid player controls and responsive mechanics.

Contact

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Skills

Hard Skills:

- Playtesting
- Prototyping
- Content Design
- Gameplay Scripting
- Systems Design
- UI/UX Implementation
- Materials / Shader Graphs
- Tool Development

Soft Skills:

- Creative Problem Solving
- Strong Communication
- Excellent Collaboration and Teamwork
- Great Time Management and Adaptability
- Critical Thinking

Tools:

- Unreal Engine 4 / 5
- Unity
- C++
- C#
- Blueprint Visual Scripting
- Python
- Figma
- Photoshop
- Trello / Jira / Notion
- Blender
- Substance Designer / Painter

Hobbies And Interests

- Modding and reverse engineering games
- Weightlifting and staying fit
- Hiking and exploring nature