

Razzan Mohammed

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Summary

Passionate and dedicated game developer with 8 years of experience in game development. Specializes in 3D animation and Unity, consistently honing skills through continuous learning and development. Looking to contribute to a dynamic team to bring innovative games to life.

Skills

- Game Development: Unity, Unreal Engine
- Programming: C#, Java
- 3D Animation: Blender, Maya
- Scripting: Physics, Game Mechanics
- UI/UX Design: TextMeshPro, LeanTween

Experience

Freelance Game Developer

- Developed multiple game prototypes, focusing on gameplay mechanics, 3D animations, and user interface design.
- Continually enhanced skills in game development, staying updated with industry trends and new technologies.
- Collaborated with artists and designers on concept games, though projects were not released due to team limitations.

Projects

Game Prototype Collection

- **Rocket Blaster:** Developed a dynamic tunnel-dodging prototype where a rocket speeds through an obstacle-filled environment.
- **Penalty Kick:** Created an engaging football prototype where players kick a ball towards the goal.

Additional Information

- Passionate about continuous learning and staying current with game development trends.
- Actively seeking collaboration opportunities to bring innovative game ideas to fruition.

