

SHAMIL TP

Game Developer | Full Stack Developer

CONTACT

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CAREER OBJECTIVE

Aspiring Game Developer and Full Stack Developer with a strong foundation in software development and a passion for building immersive gaming experiences. Eager to contribute technical and creative skills in a dynamic environment, especially in the gaming industry. Seeking a role that blends development, design, and innovation to create impactful applications and games.

EDUCATION

2023 - 2025

APJ ABDUL KALAM
TECHNOLOGICAL UNIVERSITY
• Master of Computer Applications
• Mark obtained - 75.6%

2019 - 2022

CALICUT UNIVERSITY
• Bachelor of Computer Applications
• Mark obtained: 62.25 %

CERTIFICATIONS

- NPTEL online certification in Data Base Management System

LANGUAGES

- English
- Malayalam
- Tamil
- Hindi

SOFT SKILLS

- Creative Problem Solving
- Team Collaboration
- Time Management
- Adaptability
- Project Ownership

PROJECTS

EXPLORLOCAL

Travel Management System

Developed a Travel Management System is a web-based application designed to streamline the process of planning, booking, and managing travel itineraries for individuals or businesses. The system offers a user-friendly interface for travelers and administrators to manage bookings, payments, and travel details efficiently.

Horror Maze Escape

A 3D horror survival game built using Unity and C#, featuring systems like inventory, shopping, autosave, checkpoints, and sanity management. It includes dynamic player health and terror mechanics, with save/load functionality handled via PlayerPrefs and scene indexing.

[-GitHub - Shamil78](#)

TECHNICAL SKILLS

- Game Development (Unity Engine, C#)
- Full-Stack Development (HTML, CSS, JavaScript, SQL)
- Software Development (C, C++, Java, Python)
- Database Management (MySQL, MongoDB)
- Version Control (Git, GitHub)
- Debugging & Troubleshooting