SHAMSAD M

Unity Developer

A self-taught developer who is constantly eager to learn new concepts. Dedicated to perfection, scalability and efficiently resolving projects issues. I seek a company that will help me contribute to its development while concurrently aiding my personal growth. Currently working as a Game developer intern at Brototype

Get in touch!

Email:
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Mobile:
8089932398

Portfolio:
Portfolio Link

LinkedIn:
LinkedIn Profile

Github:
GitHub Profile

Address:
Makkarapparamba,
Malappuram - 676507,
Kerala, India.

Technical Skills

Programming Languages
- C#
- C
- C++
- Java

Game Engine
- Unity

Coding Skill Set
- Advanced Scripting
- Design Patterns
- Delegates
- C# Events
- Code Optimisation

Unity Skill Set
- Unity Physics
- Unity Ui
- Cinemachine
- Navmesh
- Animations
- Animation Rigging
- Character Controller
- Game Optimisation

Projects

KillCops II

An Open World Third Person Shooter Game

-A Cut scene is played when the game starts. Used unity Timeline
-A Tutorial Session is given. So the user will not have a hard time finding the controls.
-Two Switchable weapons. Sniper and assault gun. both use different Aim Modes
-Unity Cinemachine is used for all the Cameras
-Enemies using navmesh to follow the payer
-Enemies will have a vision range and weapons have a noise range. Both will trigger the enemies and cause them to shoot the player.
-Static batching, occlusion culling, and baked light are used for optimization.
-Post Processing Stack is Used for Better Visual Quality
-A minimap is added using render texture.

-Youtube Link

Show Down

A car driving simulator with open world and parking modes

- Unity wheel colliders are used for car physics
- Custom vehicle controller is also used for learning purpose
- Different levels are added in parking mode
- Custom Ai cars are used. Ai cars never uses an waypoint system. it uses ray casting to all the intelligence
- On screen steering wheel and car controls have added.
- game is completely optimised for mobile devices

-Youtube Link
- Ai Car Video Link

2D Platform Runner

A Sprite based 2D adventure game

- Player has to reach the win flag to complete the game
- Player has to avoid all deadly traps
- Can collect collectables to increase score
- Unity Tilemap is used for building the platform
- Sprite animations are used for all the animations

- Particle System
- Render Pipelines
- Post Processing

Web Development
- HTML
- CSS
- Bootstrap

Version Controls
- Git
- Github
- Git lfs

Languages

-English
- Malayalam (Native)
-Hindi(Basic)
- Tamil (Basic)

Soft Skills

- Self learner
- Team Player
- Leadership
- Project Management
- Quick Learner

- Youtube Link

Ping Pong 2D

A simple 2D ping pong game

- 10 unique levels to play with
- An AI player is used as an opponent
- level unlocking and continuation are added
- A Simple UI is used

- Youtube Link

Endless Runner

3D endless runner

- A beautiful pooled terrain to run
- interesting obstacle are pooled
- Coin collection and score system
- Lights are baked
- Unity terrain system is used
- Unity Cinemachine is used as camera

- Youtube Link

Academic History

Unity Developer - Trainee Intern
Brototype, Kinfra, Calicut
March 2021 - Present
- Technology Used: Unity 3D

Priyadarshini Arts and Science College, Malappuram
BSc Physics
2018-2021

G.V.H.S.S Makkarapparamba, Malappuram
Plus two - Biology science
2015-2017

Declaration

I hereby declare that all the facts given above are true and correct to the best of my knowledge.

Date: 12-08-2022
Place: Malappuram
Name: Shamsad m