

SOBAN SYEED

GAME DEVELOPER



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PROFILE

GameDeveloper specializing in Unity and Blender. Known for my collaborative spirit, excelling as a team player with strong communication skills. Completed more than 10 projects in collaboration with developers from different time zones and cultures.

EDUCATION

MASTERS DIPLOMA IN CODE PROGRAMMING

NICT Computer Education
Grade: **A** 2022 - 2024

SECONDARY SCHOOL

Solomon High School
Grade: **B+** 2004 - 2015

SKILLS

- Languages:** C Language, C++, HTML, CSS, C#
- Softwares & Frameworks:** Unity, Blender, Blazor
- Tools & methods:** 3D Design & Modeling, Scripting, Code Development & Testing, Gameplay & UI Programming, Github
- Professional:** Remote Pair-Programming, Teamwork, Problem Solving, Multilingual

CERTIFICATES

UNITY JUNIOR PROGRAMMER

Unity Technologies
January 2025

UNITY ESSENTIALS PATHWAY

Unity Technologies
August 2024

EXPERIENCE

GAME DEVELOPER

Highlighted Personal Projects 2023 - Present
Mastered intermediate topics in game development (including Git and Animation) while building over 10 game projects independently and collaboratively.

- Brick Ball** — It's a 2D Ping pong-like game with a high score saver. Made while learning Unity Junior Programmer Pathway. Built with Unity
- Fruit Collector** — It is a game in which a farmer collects fruits falling from the sky. It was made while learning the Junior Programmer Pathway. Built with Unity
- Sampler** — It contains 2D and 3D gameplay of controlling a car in a living room. Made while learning the Unity Essentials pathway. Built with Unity

LANGUAGES

ENGLISH C1 **HINDI C2**
GERMAN B1