

SOBAN SYEED

GAME DEVELOPER



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snakymz.github.io/Portfolio

PROFILE

Game Developer specializing in Unity and Blender. Known for my collaborative spirit, excelling as a team player with strong communication skills. Completed more than 10 game projects consisting of different genres.

EDUCATION

MASTERS DIPLOMA IN CODE PROGRAMMING

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

SECONDARY SCHOOL

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

SKILLS

- **Programming:** C Language, C++, C#
- **Softwares:** Unity, Blender, Unreal Engine
- **Tools & methods:** 3D Design & Modeling, 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) while building over 10 game projects.

- Clicky Stuff — It is a clicking game where you avoid clicking bombs and click pieces of stuff to gain a score. It was made while learning the Junior Programmer Pathway. Built with Unity and C#.
- Cookie Feeder — It is a game where you throw cookies at wild animals and feed them. Made while learning the Unity Junior Programmer Pathway. Built with Unity and C#.
- 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** CZECH **A1**