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Mohamed Khalil Chabir

Game Programmer

Nº1

Intro

Nº2

Education

Nº3

Experience

Nº4

Projects

Nº5

Credibility.

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Hi! I'm Mohamed Khalil Chabir,

Game Progammer specializing in Unity and Unreal engine.
I have developed a deep understanding of Game
development principles, Programming languages, and
Fundemental Game design Architecture.

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Game Developer
Also a
Programming Thinker ;

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Skills

Game engine :

Unity UE5 Raylib

Alternative :

Godot

Love2D (Lua Library)

SFML (C++ Library)

Programming Languages:

C# C/C++

Alternative :

Python

Lua

JavaScript

*Alternative: Have a fundamental knowledge of it.

Tools

Dev tools

Git

Bash Scripting

Visual Studio / VSCode

Creative tools

3DS Max / Zbrush

Blender

Photoshop/Illustrator

Organization tools

Notion

Trello/Asana

FigJam



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Education

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Highschool

**Baccalauréat* in
Computer Science**

Lycée Manzah 6 - 2020-2021

University

Bachelor in Game Development

ISAMM - Higher Institute of Arts and Multimedia Manouba 2022-2024

Diploma in Communication Multimedia

ISAMM - Higher Institute of Arts and Multimedia Manouba 2021-2022

Training Courses

Unity Game Development

Make Video Games
with Unity

**Certified*
Life of gamers - Be
Art

C# Programmer

C# Completed Certificate
(with Tests)

**Certified*
SoloLearn

Google Digital Marketing

Google Digital Marketing
(with Tests)

**Certified*
Google

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Experience



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Experience



Blade N Fight Studio

Title:

Founder



Herodot Studio

Title:

AI/Gameplay Programmer



CGI Studio

Title:

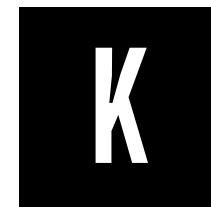
Game Programmer



NKX Studio

Title:

Level Designer



Freelancing

Upwork

Game Development

Web Development

Fiverr

Game Development

itch.io

Game Development

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Games I/We Made.
with Unity.

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Professional Projects:

Unannounced Game (Zombie Game)

Aaron Crusade

Wakeup : Medina Thrills

The Hangover

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Appocalypse Game

CGI STUDIO | Game Programmer



3D Appocalypse game , Prototyped on AI Mechanics of Zombies, Shooting Mechanics, Movement sprint ect..

Duration : 5 weeks ~ 1 month

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Aaron Crusade

NKX Studio | Level designer



As a freelance worker, i did the forest/cave level design in France indie game studio

Duration : 2 weeks

Teaser :

<https://youtu.be/MXdfOXvmkQo?si=vPt3bljXPCYNIVI8>

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Wakeup : Medina Thrills

Herodot Studio | AI Programmer



As my final year in university, me and my partner worked on characters AI in multiplayer game, with behavior tree system and Utility to make the game more challenging.

Duration : 22 weeks ~ 5 months

Slide Presentation :

https://docs.google.com/presentation/d/1zj4h8-Y_iUa4JXh2RNulE8YSCQOJtDn96YL_JLuJAdE/edit#slide=id.g2e12aa19faf_0_44

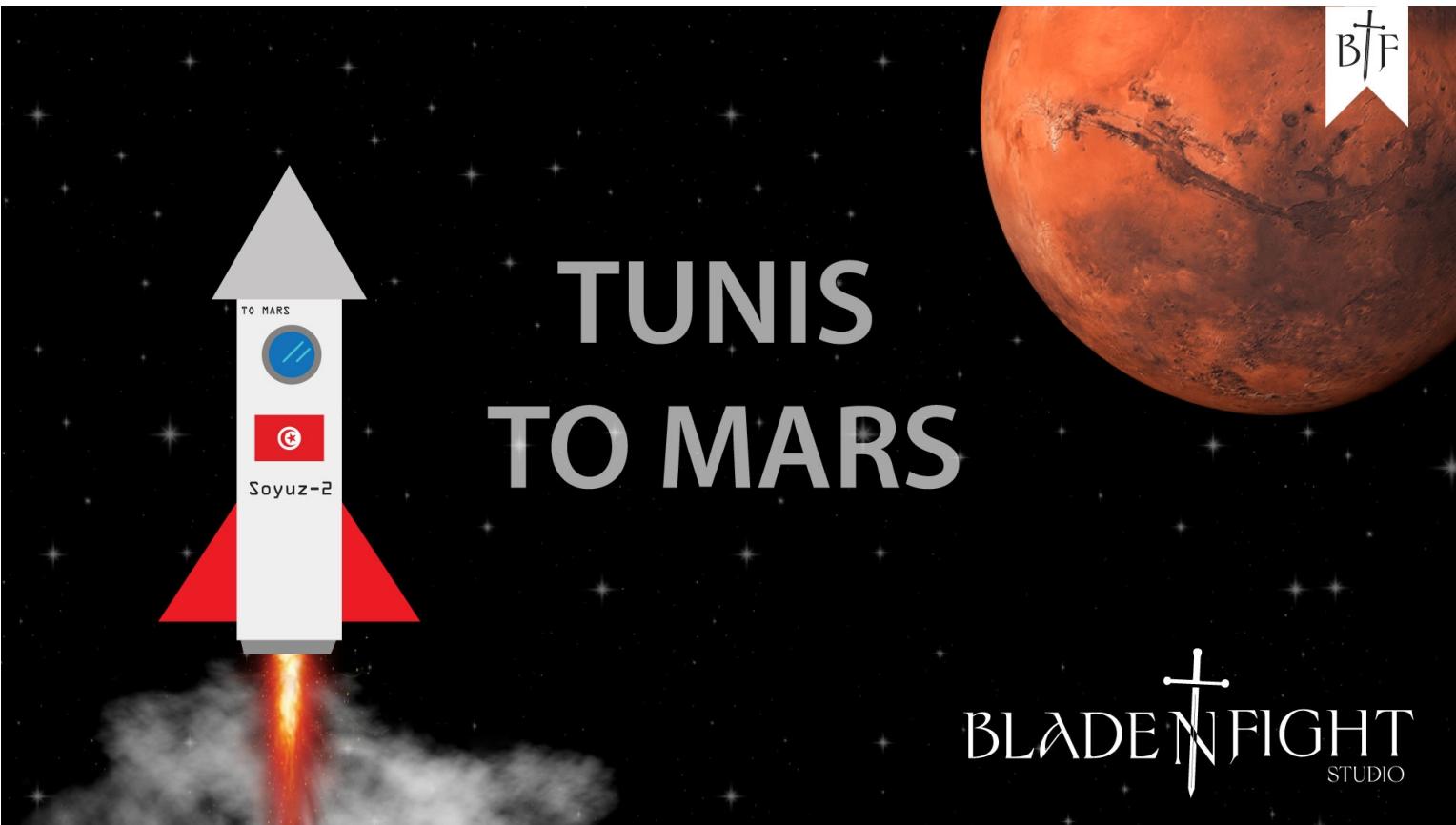
Game design Document :

https://docs.google.com/document/d/1AJyXSK_pau6l10i5wCu45h1Ev6uhZuUQ1-NEmRDFAdg/edit

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Tunis to Mars

Blade & Fight



The game started as GameJam, now
is pushed forward to itch.io as my first
game as game developer

Download (itch.io):

<https://therealfodo.itch.io/tunis-to-mars>

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The Hangover

Global Game Jam 2023



we worked on a laugh theme game,
with 4 partners working on. 3D artist /
Concept artist and 3 Programmers.
we got our first certification as
participant in GGJ.

Duration : 2~ days

Github

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University Projects :

Trapped on The Dungeon (Mobile)

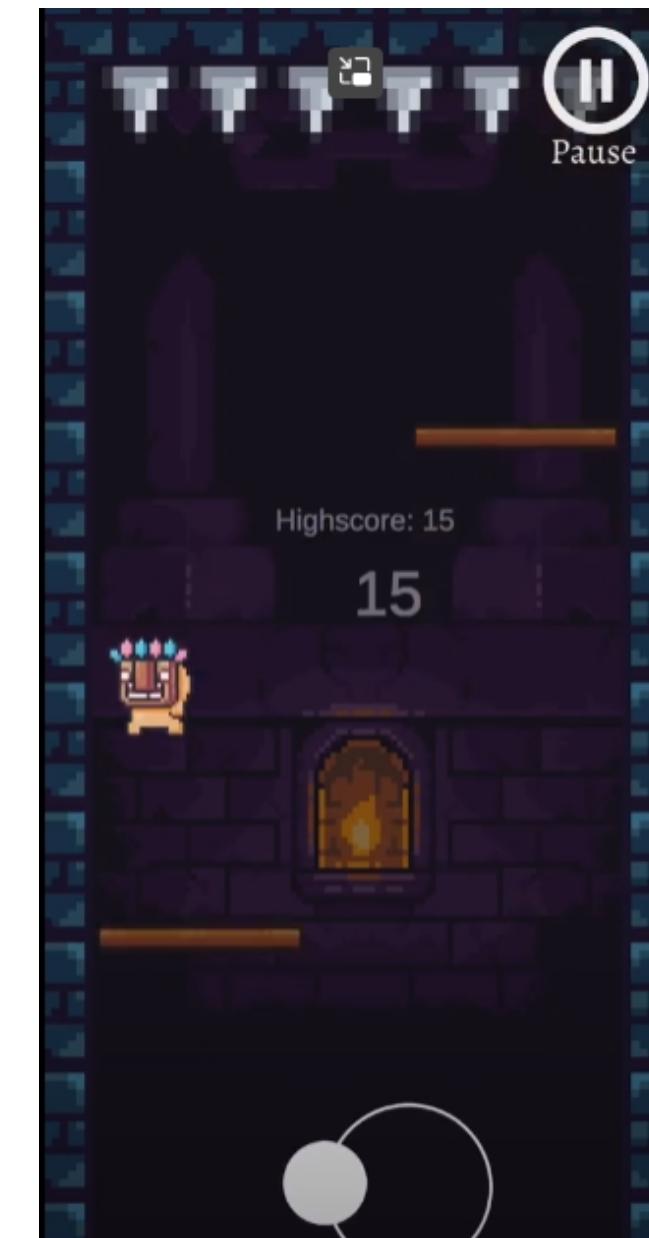
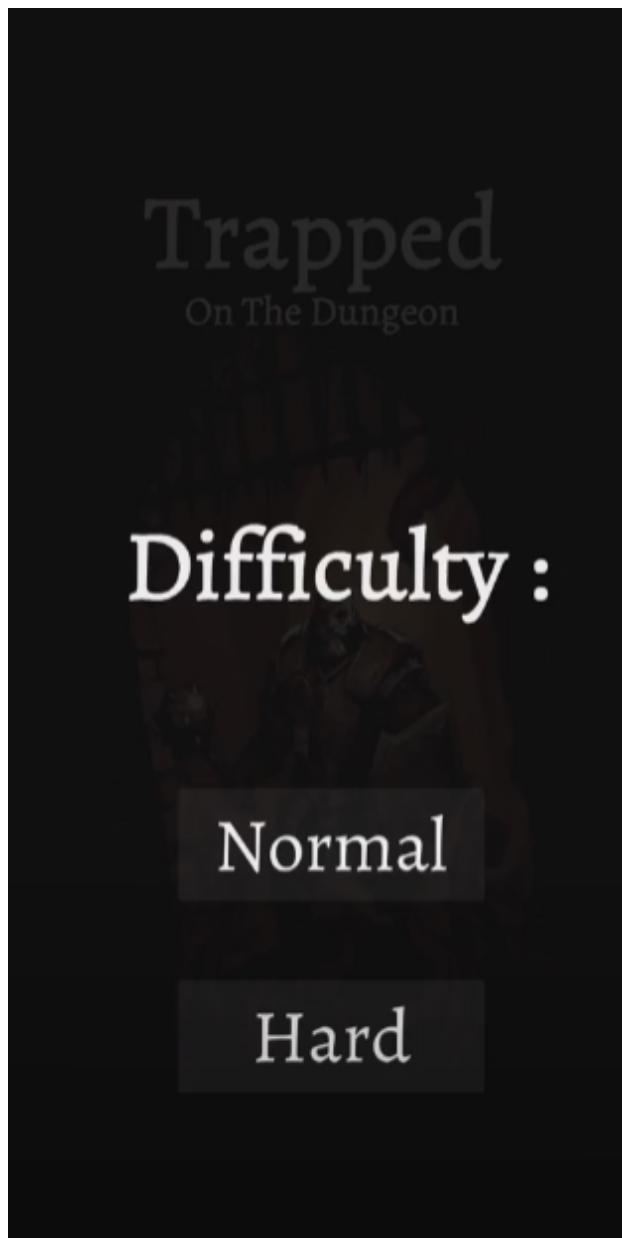
The Undead Uprising (PC)

Quiver (VR)

and more...

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Trapped On The Dungeon

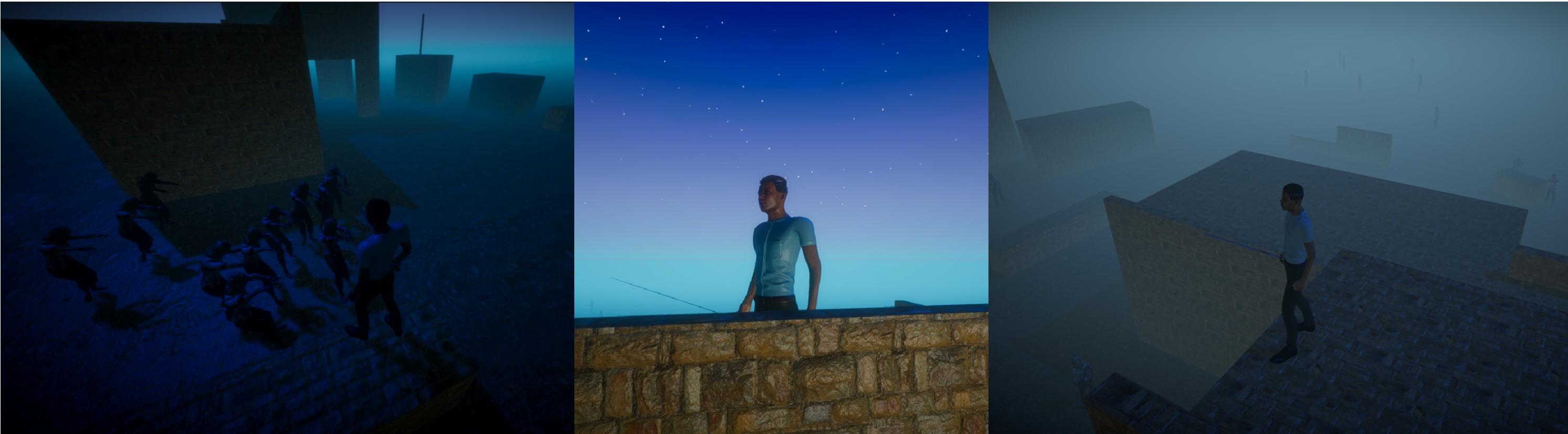


Link (APK + Gameplay):

https://drive.google.com/drive/folders/1nJ4z0tKAnGdgpXwV1_llgL21N4CV7r8O

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The Undead Uprising



Source Project :

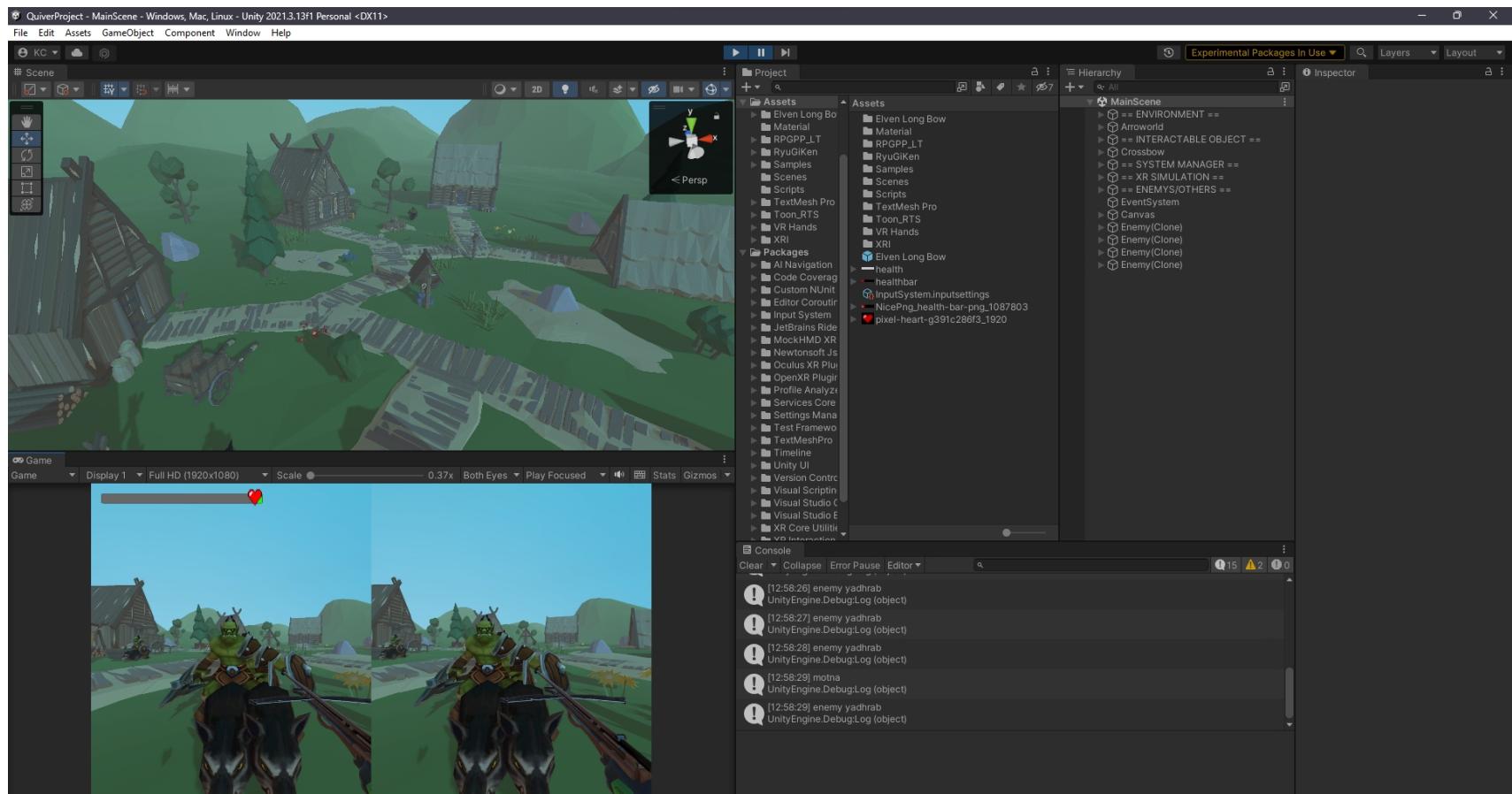
<https://github.com/Therealmkhalil/3DZombieProject>

Gameplay :

https://youtu.be/RjnpxZ_LoL8

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Quiver VR



Source Project :

<https://github.com/FreeSaladEggs/Quiver-Project>

Gamplay :

https://youtu.be/TaQiWDevF_U

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AND MORE
TO CHECK
ON MY
GITHUB

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The screenshot shows Khalil Chabir's GitHub profile. At the top left is a large, stylized letter 'K'. The profile picture is a cartoon illustration of a young man with dark hair, wearing a white shirt and a blue vest, holding a coffee cup. Below the picture, the name 'Khalil Chabir' is displayed in bold black text, followed by the handle 'Therealkhalil'. A bio section below reads 'Software Engineer ~ Game Developer @KhalilChabir'. There is a 'Edit profile' button. To the right, under 'Popular repositories', are five public repositories: 'Cubic-Maze', 'hypercasual-magnuswaa', 'SubwaySfClone', 'KhalilHyperCasual', and 'projetaziziplatform', all of which are written in C#. On the far right, there is a link to 'Customize your pins'. Below the repositories is a 'Contribution calendar' titled '301 contributions in the last year', showing activity from October of the previous year to September. The calendar uses a color scale where grey represents 'Less' and green represents 'More' contributions. The contributions are concentrated on Wednesdays and Fridays, with a notable cluster in January and February.

Popular repositories

Customize your pins

Cubic-Maze Cubic-Maze Public

Cubic-Maze
C# 2

hypercasual-magnuswaa hypercasual magnuswaa fiverr order Public

hypercasual magnuswaa fiverr order
C#

SubwaySfClone Subway Surfer Clone sami et khalil Public

Subway Surfer Clone sami et khalil
C#

KhalilHyperCasual mertay8 Hypercasual Fiverr Project Order Public

mertay8 Hypercasual Fiverr Project Order
C#

projetaziziplatform projetaziziplatform Public

projetaziziplatform
C#

3DZombieProject 3DZombieProject Public

3DZombieProject
C#

Edit profile

0 followers • 1 following

Balde & Fight Studio

Tunis, Tunisia

in/khalil-chabir-584006208

@khalil_chabir

darealfodo

301 contributions in the last year

Contribution settings ▾

Oct Nov Dec Jan Feb Mar Apr May Jun Jul Aug Sep

Mon Wed Fri

Learn how we count contributions

Less More

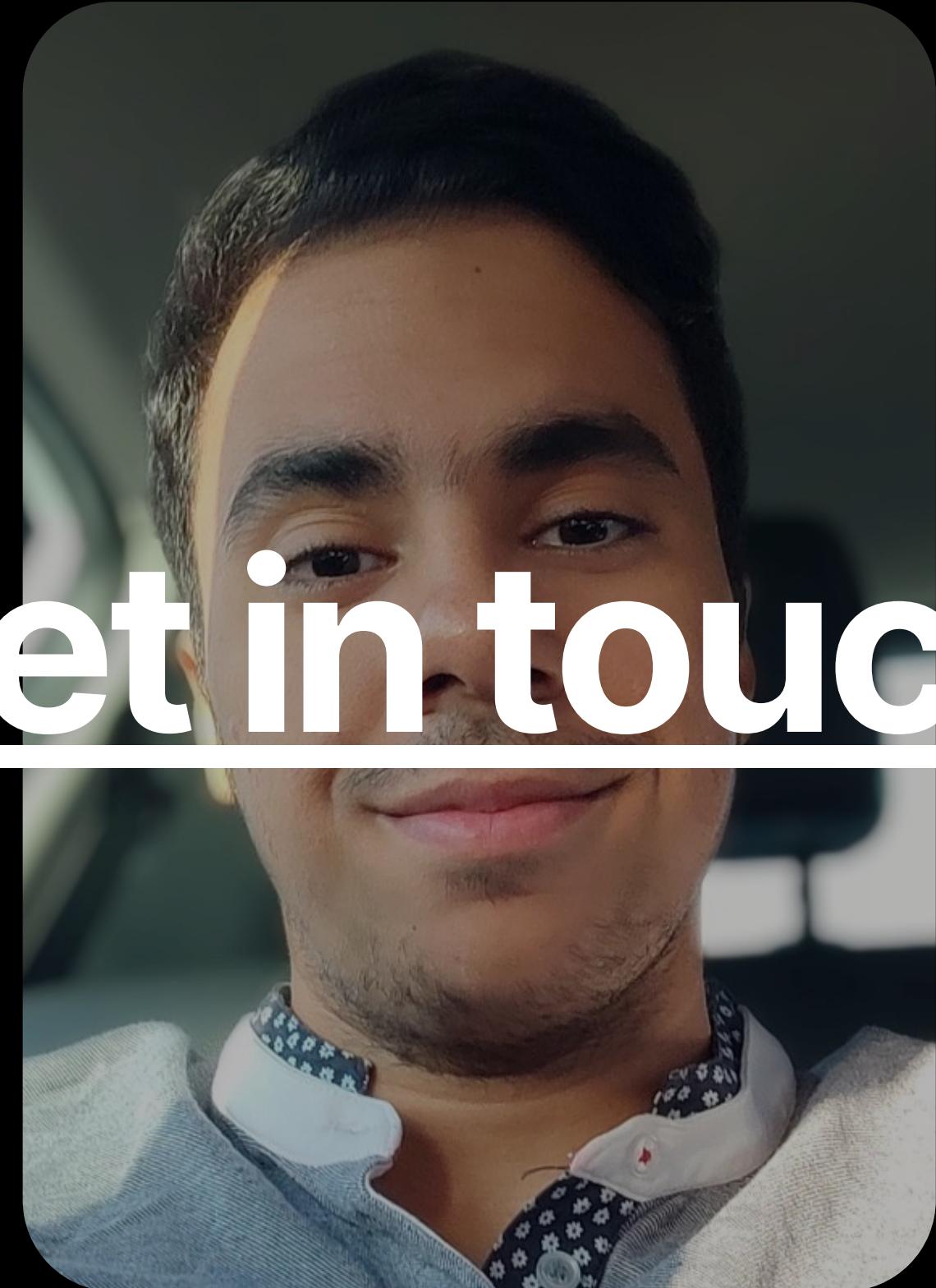
<https://github.com/Therealkhalil>

Certifications and Contracts:

<https://drive.google.com/drive/folders/1SgbRB1PNd8KHiQfZIcxUS7hdoqB2Z-mv?usp=sharing>

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Get in touch.





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