Mohamed Khalil Chabir

Game Programmer

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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**.

Game Developer Also a Programming Thinker ;

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Skills

Game engine :

Unity   UE5   Raylib

Alternative :

Godot

Love2D (Lua Library)

SFML (C++ Library)
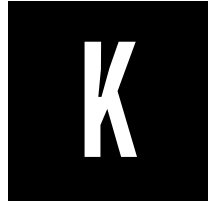
Programming Languages:

C#   C/C++

Alternative :

Python

Lua

JavaScript

*Alternative: Have a fundamental knowledge of it.

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Tools

Dev tools	**Creative tools**	**Organization tools**
Git	3DS Max / Zbrush	Notion
Bash Scripting	Blender	Trello/Asana
Visual Studio / VSCode	Photoshop/Illustrator	FigJam

Education

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Highschool

University

Baccalauréat* in Computer Science

Lycée Manzah 6 - 2020-2021

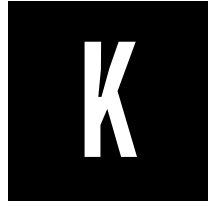**Bachelor in Game Development**

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

Diploma in Communication Multimedia

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

Baccalauréat* : Highschool diploma

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Training Courses

Unity Game Development

Make Video Games
with Unity

Certified
Life of gamers - Be
Art

C# Programmer

C# Completed Certificate
(with Tests)
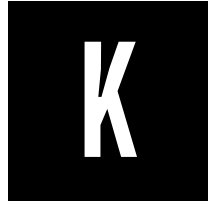
Certified
SoloLearn

Google Digital Marketing

Google Digital Marketing
(with Tests)

Certified
Google

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

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Freelancing

Upwork

Game Development

Web Development

Fiverr

Game Development

itch.io

Game Development
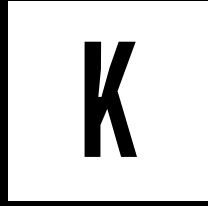
Games I/We Made.
with Unity.

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K **Professional Projects:**

Unannounced Game (Zombie Game)

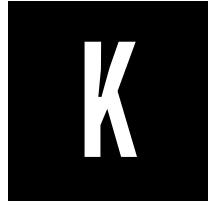Aaron Crusade

Wakeup : Medina Thrills

The Hangover
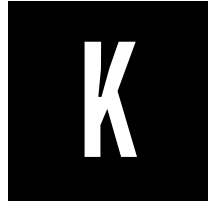
Appocalypse Game

CGI STUDIO | Game Programmer

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

Duration : 5 weeks ~ 1 month

*Due to the confidentiality agreement with the game studio, I am **unable to disclose the name of the game I worked on**.

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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/MXdf0XvmkQo?si=vPt3bljXPCYNIVI8

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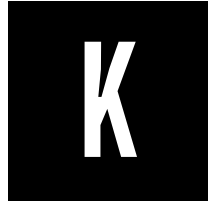
Wakeup : Medina Thrills

Herodot Studio | AI Programmer

As my final year in university, me and my partner worked on charcters AI in multiplayer game, with behavior tree system and Utility to make the game more challenging.
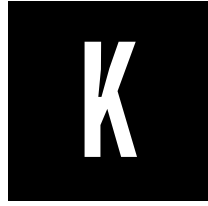
Duration : 22 weeks ~ 5 months

Slide Presentation :
https://docs.google.com/presentation/d/1zj4h8-Y_iUa4JXh2RNulE8YSCQOJtDn96YL_JLuJAdE/edit#slide=id.g2e12aa19faf_0_44
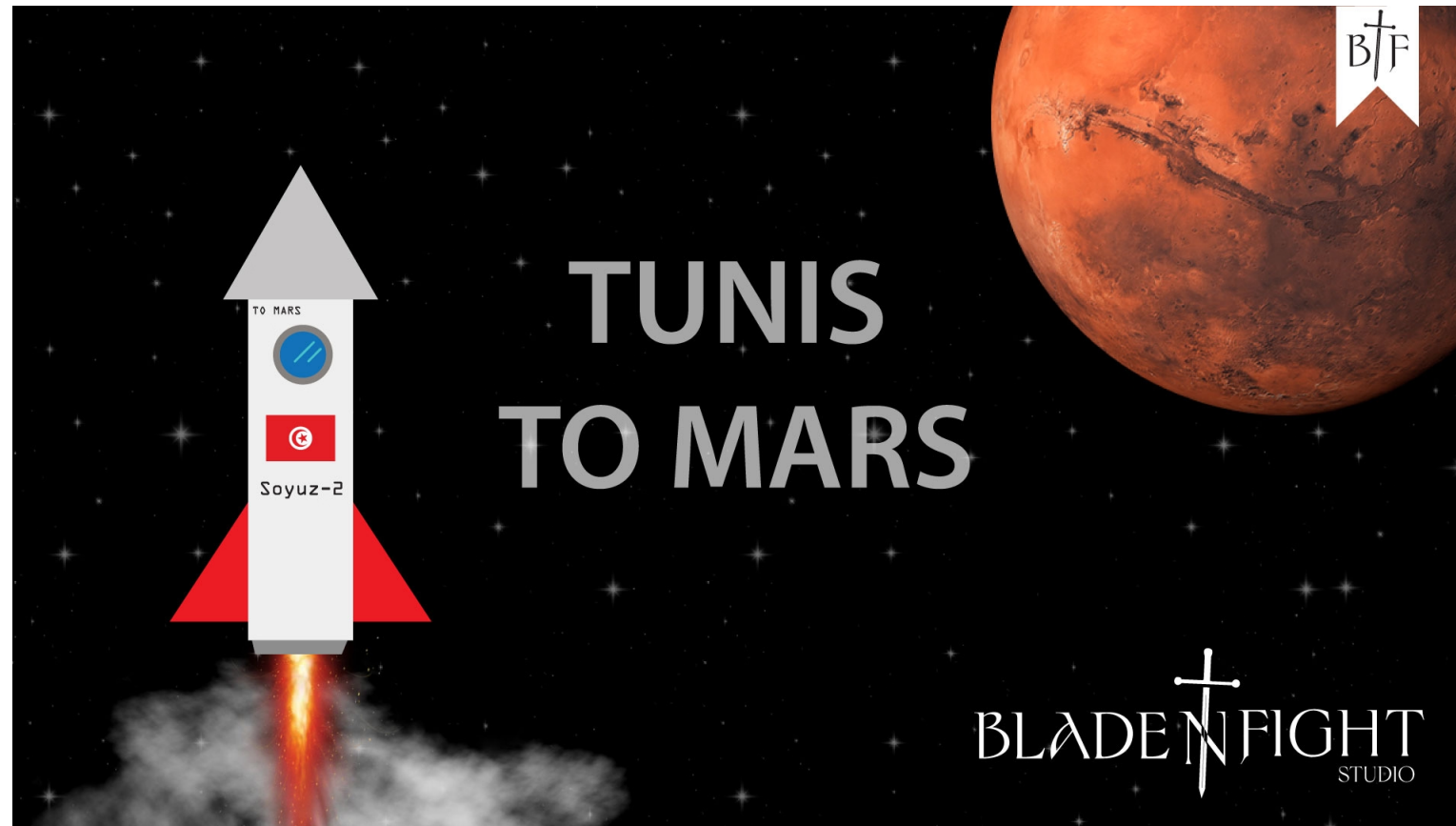
Game design Document :
https://docs.google.com/document/d/1AJyXSK_pau6l10i5wCu45h1Ev6uhZuUQ1-NEmRDFAdg/edit

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
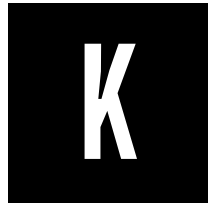
The Hangover

Global Game Jam 2023

Github

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

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K **University Projects :**

Trapped on The Dungeon (Mobile)

The Undead Uprising (PC)

Quiver (VR)

and more...

Trapped On The Dungeon
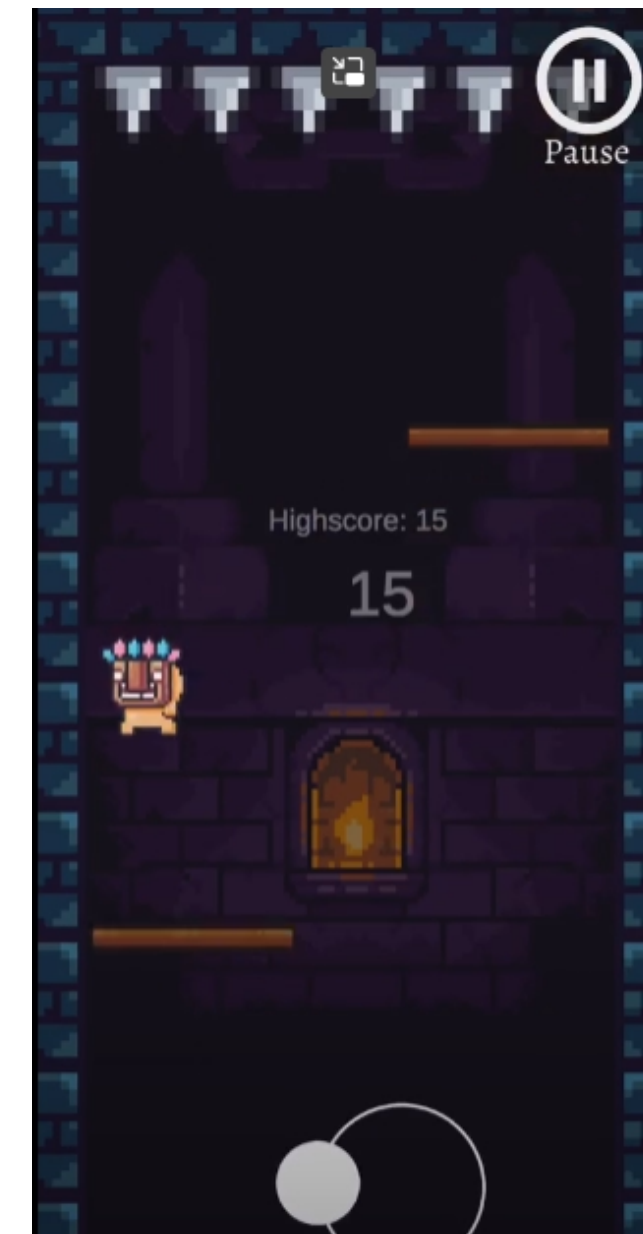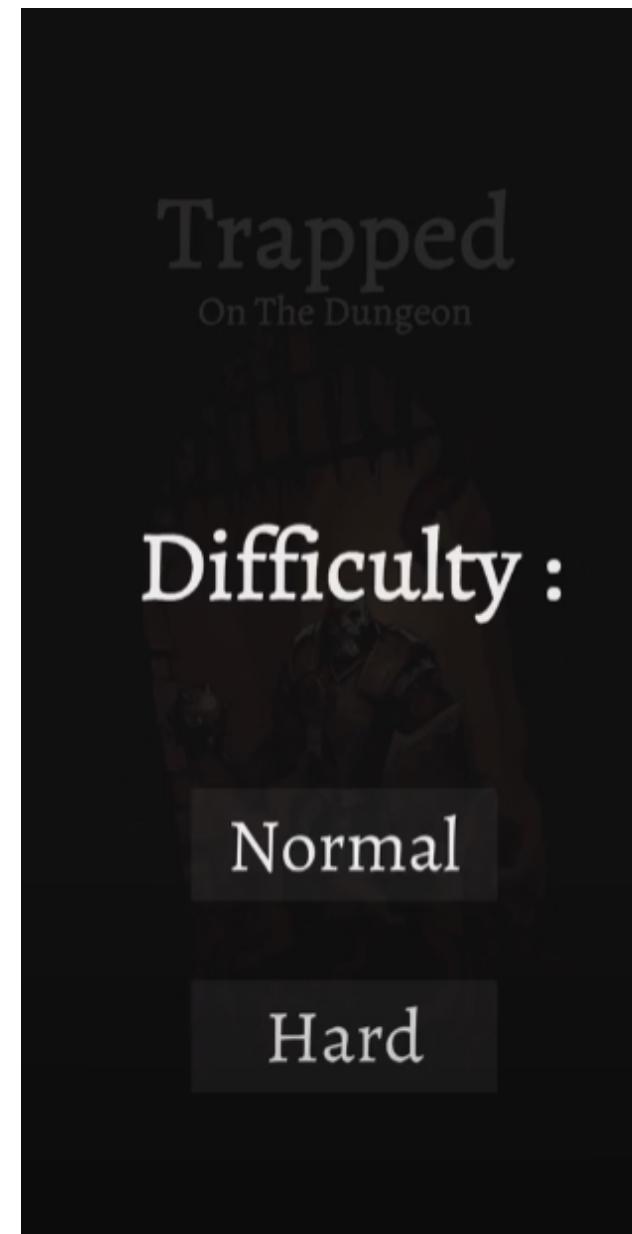
Link (APK + Gameplay):
https://drive.google.com/drive/folders/1nJ4z0tKAnGdgpXwV1_llgL21N4CV7r8O
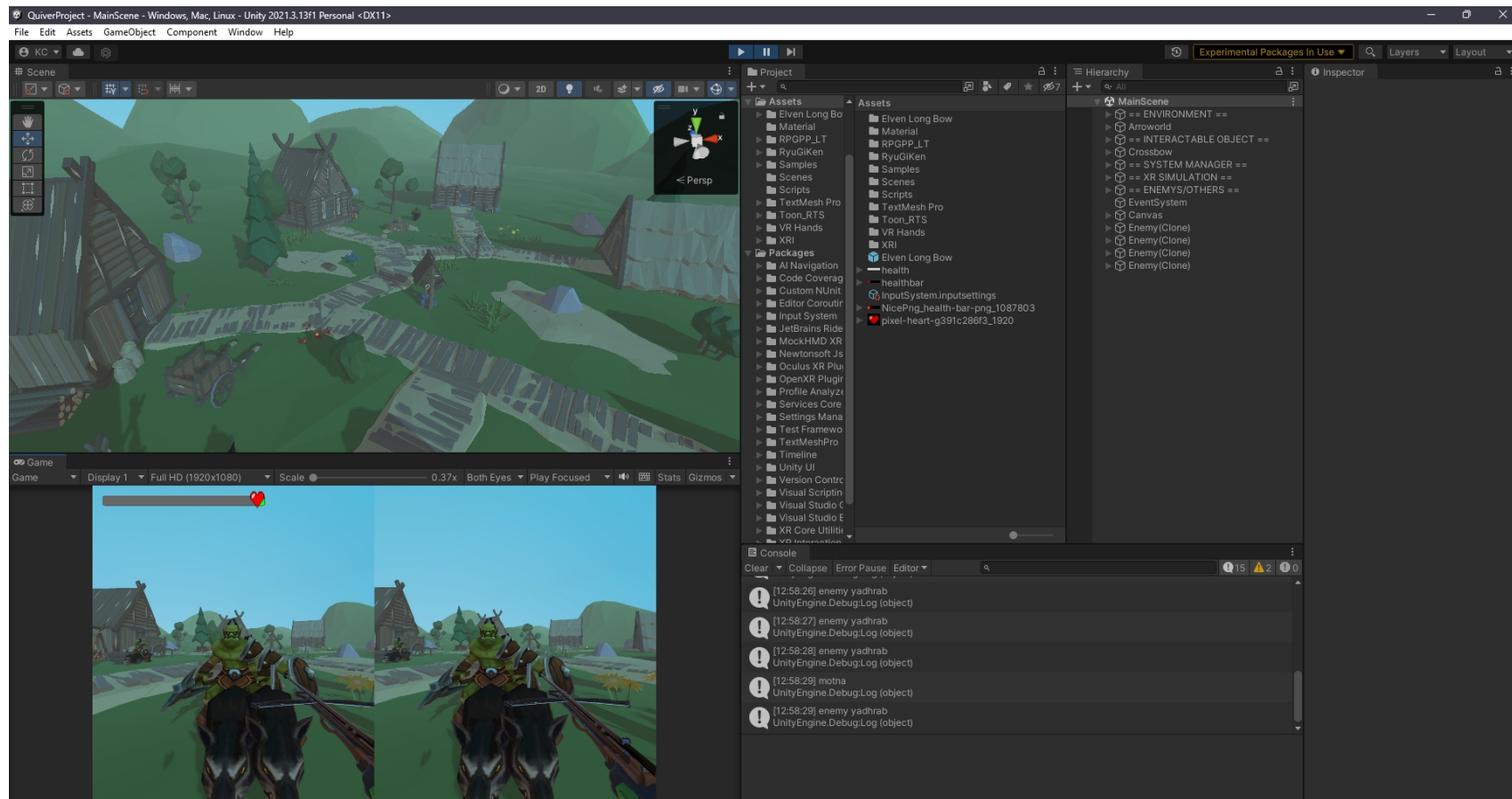
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The Undead Uprising

Source Project :

https://github.com/Therealkhalil/3DZombieProject

Gameplay :

https://youtu.be/RjnpxZ_LoL8

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

https://github.com/Therealkhalil

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Certifications and Contracts:

**https://drive.google.com/drive/folders/1SgbRB1PNd8KHiQfZl
cXUS7hdoqB2Z-mv?usp=sharing**
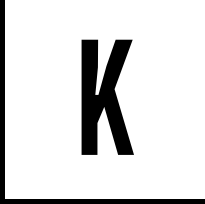
Get in touch.

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